

ДИПЛОМАТУ

НАЧОВООК

1974



Dedicated to the Memory of
John G. Koning
1942-1974

One of the original Diplomacy
fans he was best known for
his sTab publication and as
a long-time keeper of the
Boardman Numbers.

DIPLMOMCY HANDBOOK 1974

Compiled and Published by
INTERNATIONAL DIPLOMACY ASSOCIATION

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PREFACE:

The IDA presents its second annual Diplomacy Handbook. The second edition is much larger than the first, and it is also more varied in its contents. Much was learned from the experience of the first handbook, and what was then learned was applied here in this second effort.

I wish to take time to note all the excellent contributions sent to me for this second publication for Diplomacy players. We have practically every topic covered in this collection with the notable exception of ratings. Of course, ratings is an exceptionally controversial area of discussion and so it was no surprise that any were not presented to us for publication. Nevertheless, I am sure you will find this second edition worth your while.

Much credit should be given to Walt Buchanan and Ed Birsan for having helped me to determine the choice of reprint articles as well as some reviews of the many articles submitted. All along these two have offered their advice and help in publishing this second handbook. I thank them.

One can never forget to thank the writers, for without them it would not have been possible to put together so fine a collection of articles as this Diplomacy Handbook 1974 has turned out to be.

Special note should be given to Doug Beyerlein for his lengthy analysis of what is perhaps the most famous of all demonstration games, 1972CR, in which Brenton Ver Ploeg won as Russia in the fast time of seven years. It was quite a mixture of diplomacy and skill that brought Brenton Ver Ploeg his victory and may never again be duplicated. An article well worth the time and which has helped to make this edition a substantial contribution.

Rod Walker, Richard Walkerdine, Len Lakofka, Penelope Dickens, Eric Verheiden, Lewis Pulsipher, and Ed Birsan are to be especially commended for their original contributions. They have made this handbook a well-rounded collection of diplomacy literature.

Of course, we cannot overlook the special feature article by the inventor of Diplomacy--Allan B. Calhamer. It was indeed a privilege to be able to include an article written by Allan in our second edition of the handbook. I thank him for his kindest effort to help us with this publication!

Certain improvements with this second effort includes the use of quality white paper. It was hoped that this would make it easier for reading and to add quality to the publication. Special care was given to requesting a variety of articles covering different topics and I can truthfully say that we have accomplished that task. Variants, press releases, statistics, openings, and general material all add up to one heck of a collection. To top it all off is the fine analysis of Game 1972CR.

Have fun and enjoy reading this second edition of the Diplomacy Handbook!

Sincerely yours,
John Boyer, Editor

READING THE HANDBOOK
by Rod Walker

①



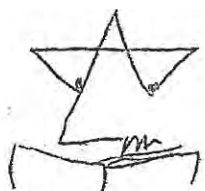
Wow...the latest IDA Handbook is out. Hmmm...Articles on "How to Get the Most Out of the Hobby".

②



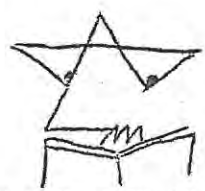
Hmmmm...Rod Walker says you can get the most out of the hobby by writing reams of clever crap. So what's new?

③



Uh-huh...John Beshara says you can get the most out of the hobby by winning every game in sight. So what's new?

④



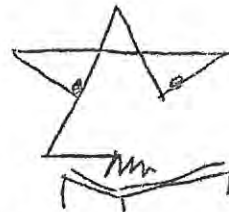
Mm...Edi Birsan says you can get the most out of the hobby by stabbing every back in sight. So what's new?

⑤



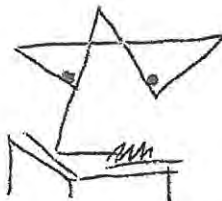
Annnnd...Walt Buchanan says you can get the most out of the hobby by collecting every 'zine in sight. So....?

⑥



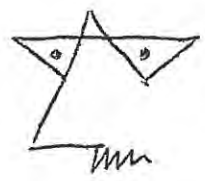
Sooo...Conrad von Metzke says you can get the most out of the hobby by numbering every game in sight. Yeah...?

⑦



Oo...oo! Here's a real short article by John McCallum. "You can get the most out of the hobby by getting out of the hobby."

⑧



I kind of suspected that....

OBJECTIVES OTHER THAN WINNING IN DIPLOMACY

by Allan B. Calhamer

The long argument among the fans between what has been called the "win only" school and the "strong second" school, is really an argument over what the player's objective should be in cases in which he has little or no hope of winning, or in which he is playing to win but wishes to keep a second objective in reserve.

The "win only" school believes that the secondary objective should be to draw the game; the "strong second" school believes in rating performances other than wins or draws.

To begin with, Diplomacy may appear to be a cruel game, because it produces only one winner to six losers. Compare chess or checkers, in which three games might produce three winners and three losers. This relative sparsity of victories among the contestants may have stimulated the undergrowth of secondary objectives.

Nevertheless, it is not wholly clear why the draw is not an adequate secondary objective, inasmuch as the game is probably a draw with best play from the overwhelming majority of positions actually encountered.

One of the difficulties may be that the draw is reputed to be inconclusive, because it is so reckoned in chess or checkers. However, a draw in Diplomacy may be more conclusive than victories among an equivalent number of chessplayers. If seven players play Diplomacy, and three draw, those three have scored above the four others. If six players play in three chess games, and all the games are decisions, three have scored above only three others, rather than four. Yet in the Diplomacy game, there is still the possibility of one player winning it all.

The draw, of course, is the only objective other than victory which is recognized by the rulebook.

The assumption behind the eighteen unit victory criterion is that, given eighteen units to a disunited combination of only sixteen units, the leader can in general eventually conquer the whole board. Thus no country survives except his own.

Critics have claimed that there are positions in which certain countries could survive by stalemate, or by regaining a combination of seventeen or more units; consequently the notion that a country gaining eighteen units could sweep the board is not invariably correct. It is my opinion that this point is of negligible importance, because almost all of the games will not come out that way, and because the victory criterion must have some hard and fast definition, and because it takes a long time to acquire eighteen units as it is. Indeed, I would prefer some standard such as sixteen or twelve units, or the biggest power after the elapse of a predetermined length of time (real or game); except for the fact that such low victory criteria are unusually subject to upset by threats to "throw" the game to one player or another.

Following the assumption that a power holding eighteen units can sweep the board, it then appears that no power has survived the game unless he has achieved either a win or a draw. The reward for the draw, then, is the reward for survival in a dangerous world.

The notion that all players sharing in the draw share equally reflects in part the considerable and logical difference between survival and elimination;

anyone who has survived into the draw might conceivably win if the game went on, but no one who has been eliminated can do so.

Some players have objected that a player having ten units is entitled to more credit than one having only one unit when a draw is agreed upon. One answer to this notion is that draws are agreed upon; consequently any player who objects to equal credit for the smaller powers can refuse to agree, for a few moves, while he proceeds to knock out those smaller powers; and more than one larger power can agree to so proceed before voting the draw. Now, if it is still impossible to get rid of those tiny powers, they must have something going for them within the game which is operating to insure their survival: possibly a position in which it is very difficult to knock them out, or a friendly power holding them up, or a situation in which the would-be attackers cannot agree on which of them should get the territory; whatever the reason is, the tiny power has achieved survival within the game.

Giving equal credit to all those sharing in the draw also encourages the smallest power to fight for the draw, instead of giving up without a fight. If they give up without a fight, the larger powers may not get the draw, either, since the leader may benefit from their collapse.

One of the bad features about scoring the draw equally for all participants is that some three or four players in a game might lose sight of the primary objective altogether, and play only to knock out the other players, after which they would probably have a draw, since none of them had maneuvered to weaken the others. In this way, players might achieve above average results, at least until other players got onto them. However, they would not be likely to achieve high results, such as the highest places in a tournament, or, for that matter, even a single victory.

Thus, if the value of the draw were increased, there might be incentive to play for the draw from the start, which is anti-competitive; whereas if the value of the draw were reduced, there might be less incentive to unite to stop the leader, which would also be an anti-competitive result.

Some players have regarded "second place", "third place", and so forth as suitable objectives other than victory, sometimes regarding them as better than a draw. Some have regarded only "strong second", second place with, say, ten units or more, as an appropriate objective other than victory. Some have credited "survival"--but by this term they have mean survival until another player achieved victory, not indefinite survival through win or draw.

Although these objectives do not appear in the rulebook, some rating systems give credit for them, one gamesmaster gives small prizes for the first three places, and so forth. Any player once in the lead might as well as offer his assistance toward the attainment of these objectives to the other players, since these objectives, unlike the draw, do not conflict with the leader's effort to win. Indeed, a player who himself does not credit any of these objectives might as well offer his help toward the attainment of them to all the other players from the outset, provided they help him toward a win.

Some players have argued that giving credit for "strong second" is realistic. This result is hard to determine, for when a player has won, he has presumably gained control of Europe, something which one country has never done. The strong second, then, is the last or the largest to fall to the conqueror. Whether this situation is a good one to be in or not is hard to say. The Mongols used to give the worst treatment to those of their enemies that held out the longest.

In terms of achievement, it is easy to believe that a strong second with ten units is preferable to being knocked out early, or to succumbing with the rest while holding just one unit. However, in the final battle to prevent the leader from winning, one would normally expect the second place player to be

the leader of the opposition. Consequently, something must be detracted from his achievement because he must bear some of the responsibility for the failure in the final battle.

In terms of competitiveness, of course, playing for second place might prove to be a "short cut" in which the player accepts the aid of the leader to achieve second place, and in turn helps the leader win.

A recent correspondence game arrived at a point at which the supply centers were divided among the three remaining players 17-11-6. Here the player in second place could have secured second place by giving one of his centers to the leader, ending the game 18-10-6; but this player plays only for win or draw. The third place player was willing to entertain second place as an objective other than victory; however, there was no way he could achieve it, because if he attacked the second place player the leader would win at once. Consequently, the two weaker players joined to fight for the three-way draw, playing several exciting moves, and still holding out without gaining the agreement of the leader to a draw as this article is written.

This final attempt to contain the leader is sometimes one of the most dramatic and exciting parts of the game. Cooperation must be created among players who have been fighting one another, and who have set their hearts on other objectives; they must admit that goals they have pursued all game long, which are now within their grasp, have just lost their value, and may even be destructive. Frequently they are out of position for the new encounter, better positioned to fight each other. They must form a line together, exposing their territories to each other. This is not the cooperation of being merely assigned to the same team. This cooperation is hard-won over difficulties. This is Verdun.

Sometimes allies in this position take pot shots at one another, trying to gain as much as they can without collapsing the alliance; sometimes they lack aggressiveness because they suspect each other. Almost always they have come around to the grand alliance too late. History has seen aplenty of these things!

The opportunities for this final high battle, this armageddon, this human drama, are, of course, dribbled away if a "strong second" player is within reach of second. He is the knocked-out bottom of the jug that might have contained the leader.

There was high drama in this phase of the game in 1973BI, in which this writer and two other players attempted to prevent a French victory. At a certain point, this writer decided the battle was hopeless, and resigned his position, supposing that the game would be conceded. However, a replacement player was appointed. France now delayed his victory for a couple of moves, while negotiating with the beaten allies to establish one of them in "second place"; apparently this was diplomacy aimed at gaining friendship for some subsequent game. The allies, meanwhile, no longer able to win or draw, but still seeing second through fourth places at stake in one or another of the rating lists, fell upon each other like Comanches.

IDA, SWEET AS APPLE CIDA...
by Rod Walker

In the beginning, there was the East Patterson (NJ) Diplomacy Club. Big deal. They couldn't even scrape together 7 people for John Boardman's first Diplomacy game back in 1963. Of the 5 people John did get, two of those were outsiders. Ever since, Diplomacy organizations have had to deal with outsiders.

Many historians believe that the history of postal Diplomacy organizations continues with the Youngstown University Diplomacy Club. No so. Patient research by Dr. Stanislaw Wroblezyk of the University of Greater Poland Village has proved conclusively that the Club was in fact not an organization at all, but a weapon belonging to John Smythe. Secret testimony by John Koning and others before the Select Committee has revealed numerous lumps and bruises. Despite a partial erasure, we have positive knowledge that the Club exists and it has been indicted as an unindicted conspirator during the fact of the creation of postal Diplomacy. This will include, of course, such unparalleled crimes of passion as the Lepanto Opening and the Youngstown Variant. But I digress.

We can pass in silence over the attempt, in Los Angeles, to include postal Diplomacy as a sort of bastard branch of Science Fiction fandom. For one thing, it is impossible to believe that the confused minds of Dan Alderson, Dan Brannan, and others could actually have achieved anything. Does anyone imagine that computer programmers and accountants actually think logically? No, my dears, although this fiendish plot would revive in a more subtle form in later years, its time is not yet.

Our history of organizations must next settle on the Lafayette Tactics Association. A close examination of the ruins of Walnut Creek, California, reveals a highly sophisticated degree of organization, conducted largely by an alliance of clerics and marines, which had as its twin object totally discrediting poor old Eric Blake (or was it John Boardman?) and winning every postal Dippy game in sight. The LTA ran afoul, however, of the singular fact that instead of making alliances, its members would fight each other on sight. One would think this characteristic to be unique, but instead it would appear to be common to postal Diplomacy organizations. Eventually, the LTA seems to have disintegrated in a fight to the death over Andy Swenson's bevy of virgin feather dancers (wossamatta, youse guys neva hoida virgin feathers?).

At about this time, from its secret headquarters at Oscar's Drive-In at 16th & National Ave. in National City, California, a cabal of California publishers issued its manifesto to a candid Diplomacy world. (This is not the same cabal that was later arrested in the Kimball Park tea room; for one thing, several of the Oscar's Drive-in cabal are listed in LTA files as known heterosexuals.) (Nor is this the same Diplomacy World that Walt Buchanan publishes. It is a lot less candid.)

Anyway, thus was the origin of the cabalistic International Diplomacy Federation. Chief among the signers of the IDF Constitution were: Conrad von Metzke, who has denounced every subsequent Diplomacy organization because of what he knows about this one; Rod Walker, whose name appears in connection with so many Dippy organizations you'd think he owns stock;

Hal Naus, who would sign anything if you agreed to have another Dippy game at his house next Saturday; Bob Cline, who would sign anything; and Bob Ward, who claimed he wasn't even there (which claim is, in fact, true).

The IDF was immediately denounced by everyone who wasn't in on it. This set a precedent which was, if you're not in on something, you can yell and scream all you like. It turned out that the IDF would not only spoil the hobby, it would curdle mother's milk and cause extensive skin blemishes. Eventually, when it was discovered that Larry Peery was not in on it, but also did not denounce it, everyone denounced it as a Peerist plot and it was abandoned.

Now, unbeknownst to everyone despite extensive publicity, a new and even more sinister plot was being hatched. It all started with the National Fantasy Fan Federation. This science-fiction disorganization created a Games Bureau and gave it to Don Miller. Don Miller made up many divisions for his Bureau, including a Diplomacy Division. Thus was born the National Fantasy Fan Federation Games Bureau Diplomacy Division--or N3FGBDD for short, and who can pronounce that? Obviously doomed from the start.

After being unrun by Dave Lebling and maybe other people too unknown to mention (not to you, but to me), the Buchaletters (as it was affectionately termed by its undying foes) was transferred to Rod Walker (see? there's that name again). Rod quickly diagnosed the troubles of the Division as (a) no members and (b) no programs. He proceeded to twist enough arms to get members, and then started making up programs. His restriction of membership to 'zine publishers only tended to rankle with people who had to start up 'zines just to be able to join. There was also some confusion in the leadership ranks, and at one point the Division seemed to be run by Walker, Buddy Tretick, Len Lakofka, Don Miller, and John Beshara, some of whom weren't even members (or maybe they were; historical research at the Barad Felton blast center has produced no conclusive results).

Walker eventually decided to run for election. He won handily after all his opposition withdrew on account of vague threats against their Boardman Numbers (except for Buddy Tretick, who was issuing vague threats against Walker's Boardman Numbers). At the height of the confusion, the Division was denounced as a Peerist Plot and collapsed.

At about this point, John Beshara founded a group known far and wide as "the TDA". Since the "T" also stood for "The", this was very confusing. Beshara attempted to clear it up by insisting it was "the DA", which so muddled the matter that local District Attorneys were deluged with membership applications. We will use "TDA" because it is easier than a 2-hour phone call from John Beshara at 3 in the morning.

The Diplomacy Association (that's what the initials mean; were you wondering?) provoked such endless denunciations that nothing like it was seen until Watergate. TDA denounced everybody else. Everybody else denounced TDA. Members of TDA denounced each other. Non-members of TDA denounced each other. Members of each group accused each other of being members of the other group. Charles Reinsel scuttled back and forth between New York and San Diego, cheerily denouncing anybody who happened not to be present, and then denouncing his denunciations. Len Lakofka denounced everybody. Larry Peery denounced the whole thing as a Peerist Plot, and Rod Walker collapsed. The site of a pitched battle at the Chicago Sheraton is still too radioactive for close examination.

It was generally agreed that, since all this trouble came about as a result of too many Diplomacy organizations, the only way to solve it was to have another Diplomacy organization. Leaders in this movement were Larry Peery (at last, a genuine Peerist Plot!), Walt Buchanan, Edi Birsan, Len Lakofka, and Rod Walker (see...that name again...). Larry Peery was

POSTAL DIPLOMACY IN BRITAIN, 1969 TO 1973

by Richard J. Walkerdine

Introduction. In some four and a half years Great Britain has witnessed a growth in postal Diplomacy from one zine running just two games to over twenty zines running almost two hundred. With some three hundred players and a total membership probably in excess of four hundred, the hobby in Britain is second only to that of the United States in terms of size--and is probably expanding even more rapidly. This article is intended as a detailed outline of the history of the hobby in Britain from its birth in 1969 up to the end of 1973.

The Zines. The following is believed to be a complete list, in chronological order, of all the postal Diplomacy zines to appear in Great Britain up to the end of 1973. For reasons of space only a very brief account has been given of each.

On July 2nd, 1969 the postal Diplomacy hobby began in Britain when Don Turnbull began publication of Albion. This later evolved into a general wargaming zine and its postal games were transferred to a sub-zine called Courier. From the initial two regular games started in 1969 the zine achieved a steady expansion, with its first variant game, Abstraction, starting in 1971 and its first non-Diplomacy postal game, Origins of World War II, beginning in 1972. Some 28 games had been carried on its pages by the end of 1973.

In May 1970 Dave Berg began publishing War Bulletin. After 11 issues, however, Dave handed it over to Hartley Patterson who has been publishing it ever since. It started its first variant game, Diadokhi, in 1971 and in 1972 began the first postal game of 4000AD.

On January 23rd, 1972 Hartley Patterson published the first issue of Niflheim, an information sheet intended to introduce newcomers to the idea of postal Diplomacy. An updated version was published towards the end of that year.

On January 30th, 1972 Colin Hemming started publication of XL, the first British Dippyzine to be spirit duplicated, to run his Diplomyopia variant. This zine later achieved the unfortunate distinction of being the first British zine to fold, an event which occurred in March 1973.

On January 31st, 1972 John Figgott began Ethil the Frog, initially to carry the second British Abstraction game. Within a few months however it was also carrying several regular games and games of the Third Age variant.

In April 1972 Will Haven started Bellieus, initially to carry postal games of Strategy I. Regular games began in 1973, followed by variants and the second British postal game of 4000AD.

On May 22nd, 1972 Graeme Levin announced the formation of the British Diplomacy Club via its newsletter, The Diplomatic Backstabber. Games were at first GM'd by Don Turnbull and Hartley Patterson in the BDC Journal and War Bulletin respectively, though later on BDC games were to be run in a zine of their own. The BDC itself became the nucleus of the postal section of the National Games Club early in 1973.

On June 14th, 1972 Graham Jeffery began publishing Der Krieg. Variant games were started later in the year and, in November 1972, the zine became the second British zine to carry postal games of Origins of World War II.

In July 1972 Hartley Patterson published the first issue of Game Openings, a listing of postal games available in Europe and the sources of variants. This was later taken over by Graham Jeffery and, later still, by Richard Walkerdine.

On August 11th, 1972 Richard Walkerdine began publishing Mad Policy, which later in the year started Britain's first game of the Youngstown variant.

In September 1972 Jeff Oliver started the Monochrome Supplement as a subzine to XL to carry regular games. When the latter folded the MS became a subzine to War Bulletin for a few issues, but finally folded in December 1973.

In October 1972 Richard Sharp took on all BDC games from BDC8 onwards and began running them in Dolchstoss. At first the BDC only organized regular games, but early in 1973 this policy was changed when Richard--now the NGC postal games secretary--began two games of the Third Age variant.

On November 15th, 1972 Mick Bullock began 1901 And All That as the journal of the Mensa Diplomacy Club. By the eighth issue however the zine had expanded to include players from outside Mensa, and was running a total of 17 games by the end of 1973.

On December 9th, 1972 Brian Yare rounded off Britain's first great boom year in postal Diplomacy by publishing the first issue of Grafeti. With fortnightly deadlines it provided the fastest-moving games in Europe.

On March 31st, 1973 Les Pimley began The Black Spot as a sub-zine to Bellicus. By its second issue however it had broken away from its parent to become a Dippyzine in its own right.

On June 12th, 1973 Mike Sherrad began publishing Our 'Erry. At first the zine was reproduced on a photo-copier but later changed to the normal British method of stencil-and-ink duplication.

On June 29th, 1973 Colin Bennett began OJ as a sub-zine to Dolchstoss. OJ would carry all BDC games from BDC25 onwards.

On July 6th, 1973 John Lettice and Gordon Neilson started publication of The Bolshevik Star.

On July 29th, 1973 Will Haven produced the first issue of Son of Bellicus, which would carry all Will's Diplomacy and variant games and leave Bellicus to continue running games of Strategy I.

On August 8th, 1973 John Morrison produced the first issue of MP Annexe, a sub-zine to Mad Policy.

On August 27th, 1973 John Robertson started Variety as a variant zine, in the main carrying variants of his own design. Early the following year however the zine ceased to be independent and became a sub-zine to The Bolshevik Star.

On September 18th, 1973 Geoff Corker began publishing Tales From the Black Forest. The zine at first carried the variant games from Grafeti, taken over when the latter changed to regular games only, but later started new games of its own, both regular and variant.

On October 5, 1973 Pete Swanson began Flashpoint as a sub-zine to Der Krieg.

On October 8th, 1973 Duncan Morris produced the first issue of Frigate.

On October 11th, 1973 Martin Davis began publishing Ummagumma with the help of some of the pupils at the school where he taught.

Also in October 1973 Mike Sherrad published the first issue of Your Albert, a zine created solely for the purpose of carrying a game of the Para-time variant.

On October 16th, 1973 Richard Scott began publishing Fifth Column, an NGC zine which would take on some of the games from BDC30 onwards.

On October 18th, 1973 John Coombe began publishing Pendulum, another NGC zine which would carry games from BDC34 onwards.

On October 28th, 1973 the quartet of Dermot and Vince Dwyer, Dave Pink and Andrew Herd brought out the first issue of Hannibal.

So, by the end of 1973, there had appeared a total of 28 Diplomacy and variant zines and sub-zines of which all but two were still in existence. The first months of 1974 have seen the expansion continue with three more zines (Steve Wyatt's Orion, Ken Jones' Comet and Richard Walkerdine's Little Imp) arriving to swell the ranks even further.

The Games. The regular game has of course been the mainstay of the hobby from the very beginning. But in 1971 alternatives to the regular game were offered for the first time. Courier began a game of Abstraction and War Bulletin began a game of Diadokhi, and since then the number of variant games being played has increased even more rapidly than the number of regular games. Thirteen were begun in 1972 (including second games of Abstraction and Diadokhi), and 63 were started in 1973. By the end of 1973 a total of 34 different variants were being played---the most popular variant being Third Age, with a total of 15 games either completed or underway.

The year 1972 saw another development in the hobby; for the first time games other than Diplomacy or direct variants of it were played postally. Courier and Der Krieg began postal games of Origins of World War II, Bellicus was started specifically to carry postal games of Strategy I, and War Bulletin began the first postal game of 4000AD. 1973 has seen more game-starts announced for all three of these games as well as the first postal games of Risk and Decline & Fall.

The position at the end of 1973 was that, since 1969, 131 regular games, 78 variant games and 15 other games had been started in Great Britain for a total of 224 games of all types, of which 158, or almost three-quarters, had been started in 1973! Quite a rapid expansion! With 29 games being completed by the years end that left a total of 195 games of all types actually underway.

The following tables set out the details of the games started, finished and still running, more clearly.

Postal Games Started in Britain:

	<u>1969</u>	<u>1970</u>	<u>1971</u>	<u>1972</u>	<u>1973</u>
Regular Games	2	5	6	33	85
Variant Games	-	-	2	13	63
Other Games	-	-	-	5	10
TOTAL	2	5	8	51	158

Postal Games Finished in Britain:

	<u>1969</u>	<u>1970</u>	<u>1971</u>	<u>1972</u>	<u>1973</u>
Regular Games	-	1	3	3	14
Variant Games	-	-	-	1	4
Other Games	-	-	-	1	2
TOTAL	-	1	3	5	20

Postal Games Running in Britain:

	<u>1969</u>	<u>1970</u>	<u>1971</u>	<u>1972</u>	<u>1973</u>
Regular Games	2	6	9	39	110
Variant Games	-	-	2	14	73
Other Games	-	-	-	4	12
TOTAL	2	6	11	57	195

The Future. The tables above show quite clearly that the present position of the hobby in Britain is the result of the massive expansion that began in 1972 and continued through to the end of 1973. The question that now arises, of course, is what will happen now? In a situation as volatile as the one depicted above any speculation is of course bound to be very much pure guess-work, nevertheless it is, I think, possible to draw a few very broad conclusions about the future.

In Britain, as in North America, we are now faced with a paper shortage; we are also faced with continually rising costs--both for supplies and postage--and what looks to be a major economic crisis. It is my belief that these factors will all combine to bring about a levelling out of the rate of increase--perhaps even a slight decline. For the next year or so I expect to see a fairly steady figure of 150-200 new games started each year with the result that fewer new zines will appear than previously and players will tend to play in rather fewer games than they have in the past. Figures for the first quarter of 1974 bear out this theory.

Another prediction for 1974 is that Britain will see the first substantial appearance of the orphan menace. Two zines folded in 1973, and their games were abandoned, but by and large the British hobby has been relatively free from this nuisance--possibly because it is a much younger and more starry-eyed one than its counterpart in North America. But it is now moving into a period of consolidation and maturity, and I wouldn't be in the least bit surprised to see three or four of the zines folding this year.

But if this sounds like a bleak future, it isn't meant to. The British hobby will have its problems, of course it will, but they aren't going to be that serious! We will overcome them--with help, I hope, from the JDA if necessary--learn from them and emerge all the stronger for the experience. New players and new zines will continue to appear and help to keep the hobby as fresh and alive as it is today. And although the British section of the hobby is unlikely ever to reach the size of the North American section--population alone is stacked against us here--I would expect to see a very much greater flow of information and ideas across the Atlantic in future, in both directions. There are already many international games being run, resulting in far greater contact between players of different nationalities than ever before, and I have no doubt that this trend will continue. If the North American section is the father of World Diplomacy then 1974 should see it welcoming its younger cousin from Britain into the family!

SO, YOU WANT TO PUBLISH?

by John Boyer

Publishing a gamezine (or genzine) in postal Diplomacy is both an experience and a trial. It can also be fun as well as a job. Publishing, even on our amateurish basis, is a responsibility requiring dedication and sacrifice for the life of the games you decide to gamesmaster and publish. It requires dedication because it will take two years out of your life; putting you on a schedule to serve other people as faithfully as you can. It is above all a service and a paid service at that! It requires personal sacrifices in time and money because it is a hobby that will not be able to pay you for your efforts with money. You will most likely lose money. You will also devote a lot of time without recompensation. How much time required depends on the amount of work you have undertaken. It can be as little as one game with issues going to seven players or as many games and players as you can handle. The problem is knowing your own limitations, for like love, the hobby of publishing can blind you to its taxation of your time and money. If you do not restrain yourself, it will grow beyond your capabilities and drive you either mad or out of the hobby. Much like a drug, publishing your own gamezine serves as a lift for your mental state, but in overdose can result in your postal "death" otherwise known as a "publisher drop-out."

To properly organize and run several games of postal Diplomacy, one needs the following minimal equipment: a. reproducing equipment, b. filing systems for keeping records, c. typewriter, and d. supplies for every need. All of this will require money and when you start out it will require an initial expenditure of at least \$150-200.00 or more.

Your reproducing equipment can be one of several types available: ditto, mimeo, offset, or xerox. Carbon copies are good only for single games and are not even desirable on that basis! Ditto is the cheapest of the processes. Its main advantage is color capability with ease. Mimeo is more expensive but produces crisper copies and can, if desired, run more copies than ditto. However, unless you are planning to go big time with a circulation of over 200, good ditto will suffice. Xerox and offset are both expensive and is competitive only in a few cases where lower prices for services are somehow received. Its capabilities staggers the mind, however, and the few on the market are all well worth getting. However, to own your own offset machine would be at least \$2,000.00 in crisp green smackers.

There are two points to stress on reproducing: 1. If you will not own your own equipment, but borrow someone else's, make sure that you will have use of it at anytime you may wish for at least two full years. 2. If you plan on owning your own equipment, get the best machine you can afford. Doing so will make your job that much easier and your product that more desirable. Nobody wants to read an illegible copy nor pay for illegible gamezines no matter how well written.

You must organize yourself to handle the games and the various steps of putting out your own gamezine. Records must be kept of everyone's addresses: your players, your traders, and your subscribers. The beginning and end of subscriptions must be kept on an accurate basis. You must know how to type reasonably well and know how to adjudicate the game well enough not to make

many mistakes. Mistakes on your part will not only slow down the games from the players' viewpoints, but drag out their conclusion to your financial loss.

There are several tedious and boring steps in publishing. Typing your master is not so bad, but then you will have to run off enough copies for everyone plus extra for emergencies and to cover the usual bad copies during a normal run. Next, you will have to collate together the various sheets. Then, you will have to staple them together at the upper left corner to facilitate folding. Of course, folding follows. The best way to mail them is to fold them into three parts overlapping to form a mailable type of envelope. By putting the address on the bottom third of the last page, you will have saved yourself the cost of envelope and increase the maximum space for printing within the one-ounce limit for postage cost of one stamp. After you fold it, you will have to fasten it together either with tape or by stapling. Then, you address each copy to the correct player, trader and subscriber. Finally, you put on a stamp on each copy. All of these tedious steps are necessary to make your copies ready for mailing!

The above has all been a general introduction; what follows will be detailed information of each important aspect of publishing which I have learned or have heard of. I will discuss these important aspects of publishing with some additional topics covered.

TIME. This is the most important factor causing drop-out publishers. People who get into publishing are at first elated with their product and the fun they are having putting it out. Little do they realize that it becomes work when too much needs to be done. For any gamezine carrying around 10 games and publishing on 12 pages, I would recommend at least two full days to put out any single issue. By that I mean the same thing as two full working days PLUS "homework" hours totally around 10-14 hours a day. This time spent can be cut with expertise and experience, but you will find that you will want breaks for relaxation as this is always an emotional and imaginative experience. This makes it "tougher" than ordinary routine work such as stamping. I find the toughest part of publishing to be adjudicating the games and then typing up the game reports. If you are not a good typist then it will soon become work for you. I would recommend at least the ability to type 30 words per minute for 5 games and 50 words per minute for a full size gamezine of 10 games and 12 pages (such as my own Impassable). Note, however, that you will not get the chance to type that fast. For example, there is no way to speed-type game adjudications, and most of the other material you'll type will be typed extemporaneously--which is the slowest way of typing.

SKILL. As noted above, you should be a good typist. You will also need to have a talent for organizing your home office and to keep it organized and neat. Once you have piles of letters and records in your system you are in big trouble. Remember, it will always take more time to catch up than to keep up with your work! You should have some artistic ability if you want to add some eye appeal to your gamezine. Many include cartoons or covers on their gamezines. Of course, the most important ability is that of being able to write and organize your thoughts. All of these abilities are needed plus a basic amount of intelligence to handle problems quickly and correctly. If you want my opinion, I'd say you should have an I.Q. of at least 120 or be considered moderately bright in school with a B-grade average. Whatever your own talents and skills, start small and discover your own limitations before you exceed them.

MONEY. This is a hobby that doesn't make money. You will have to spend several hundred dollars just to start and you will constantly spend money afterwards on supplies. As an example, I recently bought supplies of stencils. I bought 60 quires (1440 stencils) at a cost of \$178.00.

Stamps cost me approximately \$13.00 for each issue of Impassable. I will soon buy 100 reams of paper (50,000 sheets) at a cost of \$205.64. The supply of paper and stencil should last me a year. I buy in such large quantities to get price reductions. We are operating a business and it does all of us plenty of good to lower your operating costs whenever you can. My mimeo machine cost me \$206.70. Altogether, my various purchases of equipment and supplies (not including postage costs and little items such as envelopes and staples) for my two and one-half years of publishing have cost me over \$1,000.00. Postage would be extremely impossible for me to calculate accurately as I haven't kept records of how many copies I have mailed at what postage class. It is probably close to another \$1,000.00. Of course, you must remember that I use the relatively more expensive mimeo process and that I put out three gamezines and one zine for the I.D.A. (run at cost). I have also bought more equipment than you might in filing cabinets, electric typewriter, color changer for my mimeo, a stamper, etc. I will buy more machines to make my job easier such as a folder and a collator. These will run several more hundred dollars. Costwise, I believe that I have covered my operating costs, but am deeply in the red from the cost of my equipment. To ever recover the cost of equipment, one would have to make a profit on each issue he puts out of his gamezine(s). Since this is an amateur hobby it is run at the lowest cost to the players and even at a loss to publishers.

HOW TO DO IT. Once you have decided to spend your money and to devote the next two years of your life to a publishing schedule serving people, you should learn and plan the little things so that your final product will be at least satisfactory and your own efforts at a minimum.

a. Office routine. You are really running a non-profit business and an office in an effort to run it efficiently so you don't lose time and money. The more you publish, the more you will need to set up an office routine. Incoming mail should have a place to be stored until answered or taken care of. Most important are orders from your players and they should be immediately screened out of your mail and handled promptly. Put all game orders in your filing system. I use a filing cabinet and separate folders for each of my games. You should date your receipt of these orders so that you will know which were the latest revision and to use the right set of orders from any particular player. Do not throw out your orders until at least after the completion of the next game season to cover any complaints from the players. Addresses of all players, subscribers and traders should be kept in a filing box and special attention should be made to read other gamezines to look out for change of addresses, and to check the return addresses on your mail. People will forget to tell you they've moved. Phone numbers are also nice to have and you should request them from your players and have them located with their names and addresses. I also regularly type out triplet sets of address labels (one original and two carbons) which are licked onto the copies to be mailed. On my labels, I facilitate my records in my files by also noting the last issue if they should be a subscriber and note if they are traders or players. You should make it a habit to have double systems for extra protection. Records of your expenditures should be kept so that you can keep your charges for services at least cost level. Also, keep records of how fast you use your supplies and make an effort to buy in as large quantities as you can to save money. It is always good to keep more supplies on hand than you will use in a one-month period and the more, the better.

b. Gamezine organization. Many people just throw their issues together and change their methods and format every issue. This makes for interesting variety, but can also lead to forgetting important announcements of news or necessary gamenews. I have thus organized my major publication,

Impassable, into a standard format which expedite my other systems and acts as insurance. I first type my game adjudications and all necessary information for each game such as next deadline, changes of addresses, etc. These generally run 6-7 pages for me. Then, I type the major article feature for the issue, if I have one. Generally, the game reports starts on page three leaving page two as the first page for my major article. If it runs more than one page I put it on the next page after the game reports. Then, I cover the news and special announcements of interest to my players and readers on page one and the other back pages. Afterwards, I fill in the issue, if there is space, with puzzles and the like. Why do I print 12 pages? Six sheets of 20-lb. paper weighs one ounce and is my maximum for mailing with one stamp. When I do special issues which are larger, I try to go up to 24 pages. This saves money in that I make the greatest use of the postal costs for each issue.

I type in two columns and with small margins. The two-column format has been easier for me to organize material. I can also judge better how much space a report or article will take in the process of typing the stencil. Also, remaining spaces on a page tends to be smaller and more easily filled with filler. How you do it depends on your style and your abilities. For game reports I use the brief notational form and type in a paragraph manner for each country and section of report. By use of appropriate capitalization and underlining and spacing, I achieve a pleasing and orderly format in the least amount of space. I type each game report in the same manner and order. This makes it easier for the players to read their own game reports and helps them not to get confused and miss orders on the deadlines. They key is to be neat, compact, and exactly the same each issue!

c. Houserules and Procedures. Many publishers don't mention this part, but when talking about publishing, these constitute a major portion of your publishing expertise and responsibilities as a gamesmaster. First off is the Rule Book on the game. The rules are generally universally accepted as clear with the exception on the convoy rules in certain rare game positions. The cases causing problems are so rare they are not heard of except in examples. Rather than taking one side of the issue, I will let this up to your own exploration and discovery through discussion in hobby circles. The Houserules themselves involve those stands which you as gamesmaster and publisher will take in various circumstances bound to arise during your games. Examples of questions to be answered are how you will handle late orders, messy and illegible orders, badly written orders, retreats, conditionals, missing moves, press releases and conditions for them, and so on. They are given out to the players unless you repeat them each time a game starts in your gamezine. Houserules are a necessity to prevent any trouble between players and gamesmasters.

With procedures I am including everything besides the procedures set in your Houserules. By this I am referring to the way to handle your games mechanically as well as your publishing chores.

1. There are many ways to actually go about adjudicating your games. Much discussion has been evident in various publications concerning how each gamesmaster/publisher handle this stage. Whatever you do, you must attempt to be as accurate as possible. Mistakes and delays will only cost you money, friends, and time. I prefer to place the positions from my previous issue which I reserve a copy for errors noted by players. I also scan the report quickly to see if I made any errors the players did not note. The, correct positions are placed upon the regular gameboard. That done I go through the orders, put them in alphabetical order, staple them together along with a cover sheet for game reports, and then I adjudicate.

In adjudicating I first place all units to represent what they were ordered to do: attacking armies are stood up crossing their borders while defending armies are placed lengthwise on the board towards the space they're supporting. Fleets are placed flat side down for support and stood up for attack. Then, I check all units and cut out supports cut by attacks. They are put to stand in their spaces in holding and I proceed from there to adjudicate the attacks. I note all changes and if it is a Fall season I note changes in ownership by checking the appropriate back issue. I have a full collection of these copies marked "error copies" which in each issue I note my errors and the corrections. If you have time, you should keep a separate set of records for everything you keep. Other people like to move their pieces around with tacks on bulletin board maps; others use crayons on plastic sheets over conference maps, etc. I prefer to work with the regular game set.

2. In publishing it is wise to note all types of information you can provide to the players in one spot. That is, deadline date, builds/removals due, winter and fall positions, and so on. Many don't publish a winter position list after the winter builds/removals, but I feel this helps the players to keep track of their games. I know that I as a player will misplace that previous issue with the Fall moves! On the other hand, printing winter positions create another source of errors for you to make and I make them. But, overall the printing of positions after builds/removals is helpful to the players.

3. Conditionals and separate seasons. There has been a lot of talk lately (and some have gone ahead and are trying it) of prophetic builds/removals and prophetic Spring moves and prophetic anything. What this means is that the gamesmaster calls for advance conditionals on possible builds/removals or seasonal attacks. Whatever you call it, it entails hardship, I think, to impose upon the players decisions for future orders based upon current results. This can become very complicated. I ask for conditionals only when the circumstances are simple enough to warrant them. On the other hand, separate seasons at all times will lengthen the game and cost you money. You'll have to make your choice and stick with it.

4. Relations with the players. As gamesmaster you have to be firm at all times or you'll create confusion if you become indecisive and vacillative. The problem is to make the correct decision at all times or you will be saddled with a "damn if you do, damn if you don't" situation. Too many of these unpopular decisions and you will lose your reputation and the support of your players. Being unmovably firm is bad also. You have to learn when to be lenient. Most GM leniency is shown in extending the deadlines. You have to learn when to extend and when not to. I was very firm at the beginning until I thought I knew enough when to be lenient and when not to. Generally, if I was going to be late in putting out an issue, I was lenient with late orders. If players moved during a season, I always agreed to postpone the deadline until they were established, and so on. Always try to answer the questions of your players as soon as possible. By quick response, courteous service and friendly relations plus steady and methodical publication, you will assure that most of your players will stand by you when the times do get rough for you. Also, it will help the player feel that he ought to get the moves in even when he's having bad times. The better treatment you give the players, the better results they will give you.

Being a publisher is a job, and as long as you look at it that way you won't get into trouble. I want to close by giving some of my own experience with publishing and perhaps be able to prevent others from suffering my mistakes.

I began innocently with my first gamezine, Impassable. I quickly proved that my one year of planning and playing postal games made me a better than average publisher. I was ahead from start and was rolling along with a good mimeo machine and a well laid-out format and style. I won that first year, 1972, the Johnny Award for best new gamezine. I was now running 10 postal games and volunteered to run for Editor of the IDA. I won without opposition. So far it wasn't bad. Impassable was out regularly at 3-week intervals and Diplomacy Review came out every two months. Then, since things were going so well and I was having so much fun I decided to start Aquarius and Lost Horizons. Both started at about the same time with LH being my variant gamezine and Aquarius being my press zine. Meanwhile, the circulation of the DR jumped up to a high of over 200 circulation. With Impassable at 100, LH at about 40, and Aquarius at 30 but with over 15 pages each issue, I reached past my capacity. This resulted first in little problems such as making more mistakes in the adjudications, forgetting letters and correspondence and turned to a rush every weekend to catch up. I had calculated that I could handle it all and I calculated, I thought, with cold logic. But, as it turned out I calculated too closely and forgot about emergencies! While just publishing Impassable and Diplomacy Review, I was handling all emergencies without any problems. What kind of emergencies you may ask? I figured that my home and working life was stable and so figured that I wouldn't have any of those emergencies which were always cited by those publishers who dropped out, but I forgot about publishing and postal emergencies! What about postal strikes? If you run several gamezines, you will not have time between each to print another issue and if a post office strike, such as in Canada, affects your Canadian players, you'll have to postpone their deadline fully until it ends and until your next deadline for that zine and games. Also, in between issue corrections were knocked out. Then, with the heavy load of putting out three gamezines and one public newszine, my office machines started breaking down. My typewriter went first and many parts have worn out and were replaced or fixed. I had it overhauled once already and right now as I am typing this stencil (to produce which you are reading), it is running along on string to hold the keys in place so they'll strike and make impressions! My mimeo machine's pump on the color changer broke and that didn't work until I fixed it (the repair company didn't have the part). All of these various problems caused delays in putting out a zine and which started a domino-like series of delays in all of my other zines.

So far I was determined not to let this faze me and I was only worrying about the games as the players were seeing their games delayed here and there. But then my energy, slowly but constantly, sapped. Each weekend became work and I didn't want to face the project of putting out another issue! It was quite awhile before I realized what was happening and then I checked that physical and mental deterioration with some applied study and new determination. I was able to shore myself up again by stating to myself that I would cut back as fast as I was able, consistent with my personal philosophy of trying to finish what I've started. And this I will.

The problem now is that my physical health has deteriorated also. I have gained, altogether, about 35 pounds since I started publishing 2½ years ago. My eyes have become worse and I am now more nearsighted than before. I am now waiting to receive my second pair of glasses in two years. I recently tried playing tennis; finding that my condition was terrible! I was alarmed for I had become little more than a desk wood pusher and little more! Well, I am now taking painful steps to correct all of the above. I had done all of the above, thinking I knew what I was doing, having constantly listened to other stories of woe. Alas, one never truly

learns until it happens and can only hope that they, the publishers, will have the fortitude to pull through.

In concluding, I hope that the many decisions of the new publisher may have been made more easily determined with this article. Don't forget that decisions will constantly arise during your publishing career. Always remember that it is a job, a chore, and work. Thus, you won't go too far with your "fun" to find out too late that it was, indeed, a job and a lot of work. More of a good thing can be a bad thing in publishing, and in this hobby it has generally proven to be fatal as any stab. Good luck and take it easy!

THE MAKING OF A GAME RECORD--
SKILL AND CUNNING--BUT ALSO A LOT OF LUCK
by Len Lakoika

I have played in 23 games of Diplomacy that have now been concluded. 12 of these I played in from the beginning to the end, winning 5 of those 12 and drawing in 2. While it is true that skill and constant negotiation are part of every game; luck, the GM, missed moves, and failure to coordinate an opposition also produce many of the final results in a Diplomacy game. I will now briefly outline those 23 games and you may be surprised at what strokes of luck (good and bad) can befall a person as a player!

1969AE in Liaisons Dangereuses, was my first completed game. I played France with a close ally in Germany. We swept the western board driving through England (our first victim) then Italy and northern Russia and Austria. Turkey, safe in his southeast corner, was our only opposition. The game concluded as a voted win for Germany because Turkey could not pry our alliance apart. This game had an interesting strategic overtone affecting the final vote. Had I attacked Germany or vice-versa it would have favored Turkey who had placed his units to oppose me and not Germany. The ploy was very successful as it prevented French-German aggression. Today I would continue deeper into the game before the win vote to see if Germany would make a mistake. Our other opposition in this game was poor, missing moves and vascillating constantly.

1969AZ was also in LD with me playing England. I really didn't have to do much work as missed moves and an 'I'll take second' ally made it easy. At the time LD did not use substitutes so C.D. would occur after the missed moves. That didn't hurt my win either.

1969BY was my first attempt at Italy. My ally was Germany and our opposition was largely incompetent both tactically or in writing orders. Miswritten orders caused the Turk and the Frenchman to fall. England fell by missed moves. Germany won as his range was superior and I couldn't challenge it without aid--which could not be mustered.

1970A in Rohan, from which I formulated the basis for my notation in Liaisons Dangereuses, found me as Turkey against 4 New York players. A German-English alliance of 2 New Yorkers--friends from local games--formed and could not be broken. We ended in a 3-way draw; E 10, G 10, T 14, but I did not have the deadlock. They wanted to quit the game. Had they persisted the Italian peninsula would have collapsed and I would have lost. This is a vote against voted draws.

1969BE was my second play as Austria, the first, 1969AA, had been abandoned. In this game Russia got off to an excellent start with 10 by Fall 1902, but then he just lost interest and played a tactically weak game. He committed many units south and far north, and I walked in the open door of his homeland. A long standing alliance with Italy let me have early gains in the Russian campaign. The game was finally thrown to me by greedy England who stabbed Germany for centers just as the German-English line was forming against the Italian-Austrian onslaught. The result of the stab was the removal of key German units on the front line. While England got his immediate builds in 1907 he lost a number back in 1908 and 1909 allowing me to get 15 centers and move to gain the other 3 with ease. This win, therefore,

was due to Russian and England incompetence. It should have been a 4-way draw.

1970AJ, where I again played England, was another comedy of errors. I had 12 opponents before the game ended. The opposition (Russia, Turkey, Austria and Germany) could never coordinate their moves properly. They would trip up and I'd lock up another center or two behind my line of advance. Finally the Turk stabbed Austria at a key point for center gain and Austria, with the blade still in his back, turned over 3 centers to me. Austria's revenge for a poor Turkish play gave me my second English win. This game points out the value of coordinated teamwork in holding off a front-running country. If they had had it we would have had a 3-5 player draw.

1971BC was the first Hoosier Archives Demonstration Game. Birsan fooled the west rather completely while the east could not get together. Every time I'd try to get the opposition united I got stabbed. God was I bloody before this one was over.

1971BJ was an example of an 'I'll take 2nd' player as Germany allying with France against my Austria. By 1905 when Germany's play style finally came to light it was far too late. France could have been stopped--but only by Germany who wanted to hear no part of a draw. From this game you will note that it is wise to find what the players' philosophies are. When you find an 'I'll take second' type you must move against him (or his ally) before they get too many centers, or the end is inevitable.

1969BM was a substitute position in which I got a Russia with 4 pieces in 1907. Ouch. The English-Russian-Turkish alliance could have stopped France, but again the failure to coordinate and bring in the English player gave the win away.

1971BE was one of my favorite games. As Russia in that game I took Ber, Swe, Bul, and Rum in 1901 to build four. It was a good piece of Diplomacy (costing \$20 in long distance calls to Austria) but worth it. Germany (who was less than secretly married to France) had little or no tactical ability whatsoever--or should I say her husband didn't in this memorable game they sent me, supposedly, separate negotiations on two halves of a single sheet of the same paper. What subterfuge! England was my 'I'll take second' ally. You can believe I didn't want to see him go under. Italian and Turkish failure to coordinate (along with my die-hard English ally) gave me this win.

1970BK was another sub position in which I entered as a 2 center Turkey. I foolishly fell for a Walt Buchanan line and ended up as a survivor when, had I listened to Andy Phillips and studied the game, could have been a draw. This was my fault for not working at all in the position.

1970BL was another play as Italy. I got Von Metzke in 1901 with A Vie-Tyo, F Tri-Adr, A Bud-Tri. GASP! From there it was downhill as Naus' Turkey swept the east as I played to regain Venice. Now I teamed up with Turkey (after threatening to give my centers to France or Germany) for survival. As I thought, the position locked up and I got a 4-way draw. Here the value of negotiation with a few (but key) centers is demonstrated. Had I opposed Turkey a western power would have won--by helping him I insured myself survival in a probable draw.

1971EV was another sub position. I came in with 4 pieces as England but I was beset by Germany and France. Even though I negotiated survival, I tried to coordinate a resistance by feeding moves to the Turkish led resistance to France. But he wouldn't listen and the effort failed with a solid French win. Survival can be used in many ways, one of those ways I tried here. But your opposition must trust that you will throw off the puppetier at the right moment--I could not convince them I would.

1969BF was a game I was thrown into as a sub but just had no time for. I resigned after 1 season and a dispute with the GM over move notation. GMS

can screw you as you will see shortly.

1971AZ was another substitute position. In it I managed to put together the opposition to a growing eastern power and Bob Ward and I brought off the final draw. It was horrifying to find from Bob what a 'reputation' I had for backstabbing. This 'reputation' was, and is not, true. What goes on behind your back is amazing. Attack an incompetent player and he calls it a stab instead of what it was, a door he has left open due to either his poor tactical or strategic play. After a player gets a win of two he always gets some adverse reputation. Winning, after you have won before, is more difficult than you would like to believe.

1972CR was the second HA Demo game. In this one, as Turkey, I engineered a plot to get Ver Floeg's Russia early in the game. Naus' Austria got 6 in 1901 and went power mad. Brenton, who does an unholy amount of negotiation by phone--How does he afford it?--Talked Naus into stabbing me. After that it was all over for me--and Naus. This is known as signing your own death warrant--stabbing an ally for no just reason or cause--while opponents are still alive--and at your doorstep.

1969CH was another sub game. I came into it as a weak England with a powerful Russian-Italian alliance moving in the Mediterranean. I tried to negotiate an English-German-French alliance to offset the pair and deadlock the west but Germany had to have another center in France. This incompetent play by Germany gave Italy the break in the Western Med he needed as France had to remove a critical piece. This is another case against greed. After this blunder by Germany I enjoyed allying with Italy to be sure Germany's final total was a poor one.

1971EF was an example of GM screwing. As Turkey I was trying to play a reasonable game. This became impossible when the GM DID NOT publish my change of address nor send the moves in the game to my new address. I lost an entire season--and that was fatal.

1972AL was a game that was moved after a long dead spell. My 1901 move change got lost in the mails and when I moved contrary to my 1901 promise the tone of the game was lost--forever. A big vote for the U.S. Postal Service.

1971DQ is rather an embarrassment. In this game, as Italy, I got to Lepanto against Birsan's Turkey after destroying Austria (chuckle). But France was too far ahead and fated to win. My best hope was a draw but then France mystically dropped out! After that the gain from just one missed move I had the draw and the probable win. His second miss gave me the game. I fought hard but France should have won.

1971R was another GM screwing me. In this game other players missed their moves and the GM declared a new deadline and let them move! When I and an ally missed our moves by 1 day (due to work of the Diplomacy convention) we were told 'no extension, you missed'. Even the players, who had gotten a free move handed to them before threw sportsmanship aside and said we had missed. I resigned of course.

1973BI was the prior HA game for which I had no time after some personal problems and I resigned.

A final GM screwing is to be mentioned, but I forget the game#. In this one, as Austria, I had a Russian ally. In Spring 1901 Russia and France missed moves and the GM called them long distance. In Fall 1901 he reversed and did not call them (they missed again). By this point my game was damaged. I tried a new alliance when the GM reversed again and called Russia for another missed move, this time to my disadvantage while announcing he would never call again and his decision was 'final'. Such a decisive person should play mumble 'de peg--not GM a Diplomacy game.

I have tried to show how both good and bad results arise from: 1) poor tactical play by foe (or ally); 2) missed moves and civil disorders;

and 3) failure to coordinate. If everyone made every move and offset the front runner, only 1 in 4 games would end in a win and I'd have 10 or 11 draws to my credit and likely only one win. I'd wager that statement is true of almost all multiple winners---whether they will admit it or not. So be persistent, and always negotiate---or you'll be a statistic on someone else's game record.

THE PRESS RELEASE
by Penelope Naughton Dickens

Some 'zines rely entirely on press releases and then some don't. Some players write press releases and then some don't. No matter what your opinions on press, one must admit that it has become more than a passing fad in Diplomacy. Press releases are all the time becoming more humorous, moving further away from the mainstream of straight propaganda releases. In some ways this has been good, in others bad. Just as society has, press releases have become more permissive, sometimes in a nice way and sometimes in a bad way. Sex has now become a topic of some press releases, as drugs and politics have. So we must come to the conclusion that press releases have perhaps changed since the days of old.

Writing the release: There are basically, allowing for variation, three types of press releases: the propaganda release, the humorous release, and a new type, the story or epic release.

The propaganda release is the easiest to compose. All you must have is a sense of the period (i.e., ruler, government, basic facts about your country) and an idea of what you want to say. Generally propaganda press is not humorous, and if it is, it is only because the spokesman has made a joke in his speech or that type of situation. Usually the propaganda release is used to announce states of war, new alliances, etc. An example of a propaganda release follows (note--the examples used in this article are from The POUCH).

Dateline Moscow, Dec. 7, 1906

Duncan Smith, plenipotentiary of the Austro-Hungarian Empire today has shown himself to be ungentlemanly by breaking his word of honor. The ambassador swore that the Austrian army that has been oppressing the Serbian people was to support the Russian army doing police work in Rumania in case of possible aggression.

Analysis: This is a perfect example of a propaganda release. The message is clear and the way of writing it makes it all the more formal. Obviously Austria-Hungary has stabbed Russia and the Russian player is making it known.

Humorous releases are the hardest to compose. Let's face it; everyone is not a Dick Cavett. What may seem funny to the writer is not necessarily funny to the reader. Humorous press releases encompass the whole field: political satire, straight jokes, ethnic, ribald, etc. Writing humorous press is where most people fall into the obscene press trap. It used to be that in America people would laugh or giggle at toilet jokes, sex scenes, etc. because of the American Puritan Ethic (APE). But times have changed and so has the American ethic. People tend to be bored by obscenities rather than humored. A typical obscene, but not humorous, press release is (this release started a big debate in The POUCH's staff):

OPERATION World War $\frac{1}{2}$ -- Isle of the Winds, Dodecanese Islands, somewhere in the MidAtlantic Ocean.

Many March 17, 1902 VD (Vox Dei)

Are
Still (Brd Sht or Whodoneit): The governor of Patmos in the
Taking Dodecanese Islands, was indicted on charges of raping fifty-

Taking nine Portuguese virgins yesterday (he was indicted; he did
 Up the raping yesterday). He was acquitted, although it was
 Rapid feared that bribery had a hand in it. But the Dodecanese
 Beating withdrew from Portugal and will remain so until the heat
 And is off.
 Titillation
 Involving
 Oneself
 Nightly

Here is an example of what I think (and I could be wrong) is a humorous press release using ethnic humor:

(WOP release) Rome, April 1, 1901. Field Marshall Olivetti declared the attack on Marseilles a stunning success. The Imperial Guard suffered only 90% casualties, less than in any other battle since the days of the Roman Empire. It was also unfortunately announced that the mercenary general who goes by the name Baron von Neumann was not a casualty.

Analysis: The first press release caused quite a bit of controversy when it was published. It was first published in a censored form which was much funnier. The Operation Masturbation can be left totally out of the release without hurting it at all. As a matter of fact if you erase the whole release nothing will be missed. Obviously the first release is an example of what a truly poor release is. The second is a standard humorous press release using ethnic humor and irony. It is so standard that many including myself are bored by its constant repetition

Of course most humorous press releases are related to the current situation in the game, but unlike the propaganda release, the point is made using humor.

The third type of press release is the one that is usually found in serialized form: the story release. These are the press releases that tend to win Calhamer Awards (the Dream Maker, Lakofka--Impassable). They are quite simply two or three page long releases that are usually serialized because of their length. These releases are hard to write because of their length. They must have a plot and structure. They may or may not be related to the ongoing game. The stories can be humorous, political, or straight, all depending on the writer's preference. Rather than give an example of one, I will instead mention a few: Crusader Rabbit--Hoosier Archives; The Nose--Saguenay; Kimball Drek--The POUCH. There are of course many others. My favorite is the Nose which is rather long (and incidentally does not quite qualify since it turned out finally to be a translation from a Russian short story).

The uses of the release: Most people who don't write press will tell you that it is because they consider it a waste of time. This is just not true since there are many uses for a press release.

1--It is an honest way to declare war, shuffle alliances and other diplomatic arrangements. Even though this is very boring for non-players in the associated game it can be justified although some publishers think that such activities should be conducted by private mail.

2--It is entertaining and can only show that you have an interest in the game.

3--Obscene press can be used to wake up players suffering from apathy. ("Clean" press can do the same.)

Writing press is an easy way to help your publisher who is wondering how he's going to fill up his issue. It also gives the game a lively feeling. If no one ever wrote press the game would be rather drab and be just an exercise in military might. Perhaps the reasons for writing press seem small but everyone should remember that there is nothing more enjoyable than entertaining, inventive, and clever people.

THE ALTERNATE WORLD APPROACH
by Rod Walker

Diplomacy is a unique wargame. Not surprisingly, postal Diplomacy is likewise unique among PBM games. Its most unique and most entertaining feature is certainly the PR (press release).

PRs can be really dull, too. Many are merely abjurations, or warnings, and statements regarding the game itself. These are sometimes part of an active diplomacy, but are more frequently used in place of it. Reading such stuff is a good way to combat insomnia.

Other PRs try to be more creative. Many turn out to be corny one-liners and other juvenalia. They may get printed, but usually go unread. At least those players are in there trying. (Parenthetically, I have never understood editors who print everything they get. A little judicious bluepenciling would be a great boon to many zines and countless readers. For one thing, it saves us a lot of tedium. For another, it helps establish a zine's character. This was always true of Erehwon, for instance, and of Hoosier Archives. I have never approved of how Carol edited my stuff, but I can only applaud the principle involved.)

Not everybody has a flair for writing. For those who do, the PR is a good medium of expression. The alternate-world approach to your game and your writing promises good fun for you and your readers.

In the paragraphs that follow, I would like to discuss this approach in general terms. I then propose to devote a series of seven short articles to the alternate-world potential of each of the Great Powers. In the course of these discussions, I hope to make a few specific suggestions which the PR writer may want to think about as approaches to his art.

As a background for variations in history, Diplomacy is a "natural." It is set in a situation which was perfectly real, and close enough to our own time so as to be reasonably familiar to the average reader. Furthermore, there is a comic-opera atmosphere hanging over the Europe of the Victorian and Edwardian eras, unlike the real and bloody terror of that epic conflict and the ghastlier horror perpetrated by the so-called "Third Reich" a generation later.

Such a background can yield entertaining results. Almost anything was possible in ante-bellum Europe. The element of fun seems to me to be enhanced, moreover, if the variations used are within the realm of the possible, in some sense--more on this shortly.

The alternate-world approach to PRs takes into account the fundamental fact of the game--that in every instance of play, World War I as we knew it does not take place. Instead, an entirely different war is fought, with new and shifting alliances and an altered outcome. The imagination can run almost amuck in such a milieu. The result can make good reading--if. That "if" suggests that the entertainment value of your PRs in a game depend on what I will call the three "C"s of PR writing: care, concreteness, and consistency.

It is one thing to invent a new King or Prime Minister or whatever, give him a name which may or may not be silly, and have him do or say a few things which may or may not be ludicrous, and then drop the whole thing. It is another to write PRs which will attract the reader's eye. (You must recognize, however, that not all postal Dippy players like PRs, and not all those who do

will like your approach.)

CARE. A really good PR is not something you can just dash off, as a general rule. I can remember a few moments of real inspiration, when something witty tumbled from my typewriter in a matter of minutes. Ordinarily, when I was doing anything in the way of PRs for a game, it took me but a few minutes to do the moves and an hour or more to write the PRs.

The fact is, to do something worth reading takes time. My own method was to sit and brood about what I was going to write and then, when it was clear in my mind, sit down and put it on paper. For others, doing a rough draft or two may help. (And, by the way, there is just no substitute for a typewriter. Even in doing rough drafts, it is quicker and clearer. Do a draft double-or even triple-spaced, and then write in corrections. The result will be a lot better than anything dashed off on the spur of the moment.)

Care may not be a matter of spending a lot of time. It is merely a matter of applying yourself to the task of turning out something worth the effort of reading it, and not throwing something on a piece of paper merely for the sake of having it there. When you take care, it shows--like the soft and subtle glow of fine wax on good wood. When you don't care, that shows, too--like a lawn knee-deep in crabgrass.

CONCRETENESS. No matter how silly or fantastic a PR might be ultimately, it seems to me that it is vastly improved if it is believable. It does not have to be realistic necessarily, but the quality of the PR should be such that the reader in some way accepts the situation presented as plausible. Two ways of doing this come to mind.

One way is to provide your PRs with background and depth. An easy method here is to key and base the actions of your characters in the actual movement of the game. This relates them to something the players are familiar with and gives them some degree of concreteness. More importantly, there should be some identification of these people with the past, so that they do not seem to spring from nowhere. Finally, and most importantly, they should not be only names, merely cardboard entities; they should be drawn as real people, with personalities and motivations, so that what they do falls within the pattern of the kinds of people they are.

If, for instance, I were to write PRs about a "Pope Pimple III," my readers would be given some idea as to where this guy came from, how he got to be Pope, and how he came to choose a name like that (overaffection in childhood left him with a morbid fear of being squeezed...)--and how come there were two other Popes with the same name, even. Pope Pimple would obviously suffer from claustrophobia, which would then explain his fondness for dirigibles, national expansion, and other things. He would, in other words, have a concrete character and act within that character.

Over the years, some writers have achieved real concreteness in their PRs. John Boardman, in his Beaucouillon releases, did an outstanding job, although it must be admitted he had an actual literary work on which to draw. His "Honj the Horny, Emperoar of Pollutidar" appeared in many places, and was a concrete character. Torry Kuch's Hernia releases, and my own Poderkagg things, are other examples. I guess I should mention my Pope Joan II (Lucretia Borgia), who has figured in more releases than I care to recall. A good current example of a concrete character is Edi Birsan's "Madame Edythe," who has seen many maudlin incarnations, each more soggy with wanton emotionalism than the last (but that is in character for her). These, and other characters, were, I think, memorable for those of us who followed their various doings because they gave us something to hang on to in a literary sense.

The other road to concreteness is plausibility. Countries and areas have certain characteristics which are associated with them. PRs which take these into account and which use them to advantage will be more striking than those which do not. One could write, for instance, at great length about a Turkish Prime Minister named "Sam Brown," who is a WASP, and perhaps even provide him with character and some concreteness--but it is difficult even then to accept him as even approaching reality because he does not fit his milieu; he does not seem Turkish. On the other hand, PRs setting up the rulers of Turkey as Byzantine Greeks have been written. These may not be "realistic" from an historical point of view, but they seem real because of the Byzantine background (long since passed) of the country.

The more plausible, probable, and possible your PR situations seem, the more concrete they will be to the reader. That does not mean that they cannot at the same time be wildly improbable. The advent of anyone like my Pope Joan is a near-impossibility. However, reaching back into the past of Italy and the Papacy, and projecting forward in time a new branch of the Borgias who operated in the best old family traditions, it was possible to create for Joan II a background which made Her seem possible. Once the reader accepts Joan for what She is, then any of Her exploits take on the sweet glow of reasonability--even Her penchant for dipping people who displeased Her into vats of boiling cheese (thus making each one persona au gratin).

CONSISTENCY. No matter how clever it is, one release is just that. It is read and probably forgotten with last month's Playgirl. Really outstanding PRs--from my point of view, at least--are those which follow a consistent pattern.

The most difficult achievement with PRs is to create a series of them which runs throughout a game. The same character(s), together with some sort of plot or connective tissue, run through such a series. It may or may not follow the action of the game itself, and it may or may not interact with the releases of other players.

I've seen games with this sort of interaction. Game 1966AA in Graustark was, for me, a real high point, and had the players, the GM, and even outsiders writing releases. I understand the "dirty press" games in Costaguana, currently, are getting much the same sort of goings-on. Such games can be tremendous fun--for the players and for the readers--because the competition between writers can lead to some real effort being put into the releases. The results will be several months of entertaining reading.

The terrible thing is that these sorts of fireworks can't be organized in advance. We've tried it in the past. Several "PR" games have been organized, drawing on some of the recognized masters of the art. All those with which I am familiar turned out to be, alas, flops. The PR war--which is often hotter than the military one--is like Topsy, something that just grows. Writing a consistent, or even consistently good, series of PRs will not guarantee that sort of interaction you need. Even interacting with the PRs of others will not insure that they will react back at you.

The moral there is not to be get discouraged. If you enjoy writing PRs, just hop to it in every game. The time and effort you put into it will pay off in the long run and there will come a time when you will be participating in a game whose every season you await with anticipation and delight--not because of the game so much as the PRs. Those who have had that happen to them in a game can tell you that there is no experience like it.

A STATISTICAL ANALYSIS OF RECENT POSTAL DIPLOMACY GAMES

By Eric Verheiden

The analysis described below was conducted on 142 completed postal Diplomacy games, as published in Conrad von Metzke's Everything from November, 1972 to February, 1974.

To begin with, a figure was calculated for the average number of centers each country finished with.

<u>AUSTRIA</u>	<u>ENGLAND</u>	<u>FRANCE</u>	<u>GERMANY</u>	<u>ITALY</u>	<u>RUSSIA</u>	<u>TURKEY</u>
4.05	6.24	4.95	5.15	4.02	4.46	5.11

Now what happens if we add a center to the final total of a particular country? In particular, what is the average effect on the endgame supply center totals of each of the other countries? After a considerable amount of calculation (possible only by computer), the following table was constructed.

	<u>AUSTRIA</u>	<u>ENGLAND</u>	<u>FRANCE</u>	<u>GERMANY</u>	<u>ITALY</u>	<u>RUSSIA</u>	<u>TURKEY</u>
AUS	1	-.114	-.118	-.217	-.054	-.219	-.277
ENG	-.109	1	-.175	-.320	-.114	-.236	-.046
FRA	-.135	-.209	1	-.266	-.267	-.184	+.061
GER	-.173	-.265	-.185	1	-.141	-.207	-.029
ITA	-.063	-.139	-.273	-.207	1	+.021	-.340
RUS	-.194	-.218	-.142	-.230	+.016	1	-.233
TUR	-.321	-.056	+.061	-.043	-.337	-.305	1

If the endgame supply center total of a particular country (rows) is increased by one, then the average effect on the other countries (columns) is given in the body of the table.

This table can be represented in another, perhaps more meaningful way. The initials of the countries heading the column above will be placed in the body of the table, under columns headed by the coefficients given above.

	+1	0	-1	-2	-3	-4
	0987654321	012345678901	2345678901	2345678901	2345678901	234567890
AUSTRIA			I	EF	GR	T
ENGLAND			T	AI	F	R
FRANCE	T			A	R	E
GERMANY		T		I	A	F
ITALY		R	A	E	G	F
RUSSIA		I		F	A	EGT
TURKEY	F		G	E		RA

Countries further to the right are more likely to lose a center when the country heading the row gains one than are those countries further to the left. Taking $-.17$ as an average value and consequently $-.13$ to $-.22$ as a middle range, it can be seen for instance that a large endgame total for Turkey tends to be particularly hard on its eastern neighbors (Italy most of all), while on the other hand a large final total for Turkey actually helps France on the average.

If the columns in the first table are added together (except for the "1") and divided by six, we get an average figure for the effect of some other country gaining a center on the country heading the column (it should be remembered that these are ultimate effects since we are concerned only with the supply center totals at the end of the game).

<u>AUSTRIA</u>	<u>ENGLAND</u>	<u>FRANCE</u>	<u>GERMANY</u>	<u>ITALY</u>	<u>RUSSIA</u>	<u>TURKEY</u>
-.165	-.168	-.140	-.211	-.150	-.190	-.146

As might be expected, Germany is hit hardest. Curiously enough, France is hit least.

Generally, what this study indicates is that in the end, the best allies to have are those on the other side of the board. There are two major exceptions: Austria-Italy and Russia-Italy, both of which working better than might otherwise be expected.

TRENDS IN WINS--A FEW NOTES ON
 ROGUES' GALLERY '74 COUNTRY READOUT
 by Len Lakofka

I have been compiling diplomacy game statistics since 1972 with the first country readout of 210 games in October of that year. I have grouped the data into 6 divisions of from 45 to 80 games each and listed the information on the enclosed chart. The 210 initial games are divided into 3 groups, the first two of 75 & 30 games are for games completed in 1971 or earlier and the last group of 55 games was completed in 1972. Additional groups of 55 and 70 for 1973 and now 50 more for 1974 are also included. By looking at the percentage of wins, draws, survivals and eliminations relative to the total number of games in the group we can see if there are any trends in the data. It is wise to average the percentage of the first three groups since all of that data was culled (from the Archives in Lebanon) at approximately the same time. Games ending in 1973 and 1974 show the results of games begun in 1970 and 1971 in the first 1973 batch, mostly 1971 in the second batch of 1973s, and 1971 plus 1972 in the 1974 batch. Of course, games from 1969 and earlier finished in each group, but they are in the minority. Some 1973 games have finished but they are very few.

Therefore, by looking at the trends, if any, we can see the influence of new material (articles, demonstration games, rating statistics, etc.) on the play of the game by mail. New ideas being presented in 1973-74 would show up in game data of 1975, etc.

We should remember that fluctuation of a few percentage points does not, of necessity, show a trend. Some variance is expected in any set of data.

Looking at wins: Austria is falling off from a 10-11% win rate. England is definitely fallen off from a 12-13% rate to a 9% rate. France is fairly consistent bobbing around at 11-12%. Germany has shown a marked win increase of 7 or 8 percentage points. Italy too is on the upswing. These two central powers are beginning to find their strengths. Russia has suffered dramatically from its early 18-20% win rate. Turkey too has fallen off with only 10 new wins in over a year and a half.

Looking at draws, survivals and eliminations: Austria is getting more of the action, especially in surviving to a draw result. The strength of the country to tie up the central board in league with an eastern power or Italy are showing up. Austria's non-win survival rate is constant, more or less, and it still gets clobbered in the early part of the game more than any other country. That rate has stayed above 50% for a long time.

England is getting a better part of the draw market (but let's not forget that there are more draws recently too). England's old survival trend is returning. She survives more than she is eliminated.

France's draw record is rather poor and stays fairly constant at 12%. Her survival and elimination rate shows some fluctuation but on the whole France is the board's most stable country--winning about 12% of the time, drawing at 12-14%, surviving at 35% or so and being eliminated at a fairly constant 35% rate.

Germany, while winning more, is drawing less. Her rate of survival is falling off and she is being eliminated a little less often. All in all, though, Germany is being played much better than before.

TRENDS IN WINS--1971 TO 1974

<u>COUNTRY</u>	<u>YEAR</u>	<u>WINS</u>	<u>%</u>	<u>DRAWS</u>	<u>%</u>	<u>SURV</u>	<u>%</u>	<u>ELIM</u>	<u>%</u>	<u>TOTAL</u>
AUSTRIA	1971	9	12.00	3	4.00	18	24.00	45	36.00	75
	1971	11	13.75	4	5.00	20	25.00	45	55.62	80
	1972	2	3.64	1	1.82	13	23.63	39	71.00	55
	1973	6	13.62	4	8.90	8	17.78	27	60.00	45
	1973	4	5.72	14	20.00	17	24.23	35	50.00	70
	1974	4	8.00	7	14.00	13	26.00	28	56.00	50
ENGLAND	1971	12	16.00	8	10.67	26	34.61	29	38.72	75
	1971	10	12.50	9	11.23	28	35.00	33	41.36	80
	1972	9	16.37	2	3.64	26	47.60	18	32.78	55
	1973	4	8.90	10	22.25	19	42.25	12	26.70	45
	1973	7	10.00	17	24.23	20	28.58	26	37.17	70
	1974	4	8.00	9	18.00	17	34.00	20	40.00	50
FRANCE	1971	7	9.34	9	12.00	34	45.37	25	33.33	75
	1971	8	10.00	9	11.73	36	45.00	27	33.67	80
	1972	7	12.72	1	1.82	27	49.20	20	36.40	55
	1973	5	11.11	8	17.78	10	22.25	22	48.90	45
	1973	7	10.00	13	18.60	25	35.78	25	35.78	70
	1974	7	14.00	6	12.00	21	42.00	16	32.00	50
GERMANY	1971	5	6.67	5	6.67	22	29.33	43	57.41	75
	1971	5	6.25	8	10.00	30	37.54	37	46.30	80
	1972	7	12.72	2	3.64	19	34.61	27	49.20	55
	1973	4	8.90	10	22.25	16	35.60	15	33.33	45
	1973	10	14.30	11	15.72	12	17.16	37	52.91	70
	1974	10	20.00	2	4.00	16	32.00	22	44.00	50
ITALY	1971	5	6.67	5	6.67	27	36.00	38	50.67	75
	1971	5	6.25	7	8.75	32	40.00	36	45.00	80
	1972	5	9.08	0	----	24	43.62	26	47.30	55
	1973	1	2.21	6	13.62	17	37.80	21	46.70	45
	1973	6	8.57	10	14.30	20	28.58	34	48.60	70
	1974	6	12.00	8	16.00	16	32.00	20	40.00	50
RUSSIA	1971	9	12.00	6	8.00	22	29.33	38	50.67	75
	1971	18	22.50	5	6.25	23	28.73	34	42.50	80
	1972	12	21.82	2	3.64	18	32.78	23	41.91	55
	1973	11	24.43	3	6.67	11	24.43	20	44.50	45
	1973	7	10.00	16	22.83	12	17.16	35	50.00	70
	1974	2	4.00	3	6.00	25	50.00	20	40.00	50
TURKEY	1971	12	16.00	12	16.00	26	34.67	25	33.30	75
	1971	12	15.00	6	7.50	29	36.23	33	41.30	80
	1972	9	16.36	3	5.46	26	47.60	17	30.94	55
	1973	1	2.21	10	22.25	23	51.90	11	24.43	45
	1973	4	5.72	12	17.16	23	32.83	31	44.40	70
	1974	5	10.00	6	12.00	17	34.00	22	44.00	56

Italians are dying at the same rate but wins and draws rates are up significantly. Survivals are off a bit but if a survival can be converted to a draw or a win, it's worth it.

Russians too are dying at nearly the same rate and in the last grouping are surviving at a much higher rate, but wins are paying for it. Russia has had a flourish of draws, but she is not being allowed to become the "Bear of the East" the way she was at one time.

Turkey is no longer content in her corner. Eliminations are up significantly and wins are off dramatically! Turkey is in more draws but that figure is falling off too. Of all the countries, players have wised up to the strengths of Turkey and Russia the most and are offsetting them with gains mainly for the central powers.

DESIGNING DIPLOMACY VARIANTS

Lewis Pulsipher

One cannot just take a map, draw spaces and center-dots on it, and have a Diplomacy variant. Or rather, one can do so, but it probably won't be worth much. Although I have said something about variant design in early issues of Diplomacy World, this article was written earlier, and as such it is the earliest detailed discussion of variant design that I know of. While I don't expect everyone to agree with me, I hope that this will at least stimulate discussion.

What factors should one consider when he designs a Diplomacy variant? First, why not play the standard game? Are you tired of the scenario? Want more units? Fewer draws? More complexity? Greater realism? You should always assign a set of objectives and work toward them in your design. If you don't, the end result will likely be a rather poor game. Don't just design a variant to design one--unless you're just looking for a little practice.

What factors contribute to the excellence of regular Diplomacy? Some of these may be contrary to your own objectives, but all should be initially considered: simplicity, small number of units per player, balance of fleets and armies (there are 14 landlocked spaces and 19 sea spaces--the other 42 spaces are useable by both unit types), extensive playtesting which eliminated gross imbalances. Which of these will be incorporated in your variant? The last one ought to be included in every game, but often this is not practical.

Next, one should avoid subjects not amenable to multi-player treatment. Granted, if you try hard enough you can establish a multi-player game for any situation. This sometimes entails variable victory conditions, however, and unless the designer is very experienced or very extensive playtesting is available, an unbalanced game will probably be the result. Keep in mind that players may not be interested in an imaginary scenario for a game that otherwise resembles standard Diplomacy. There are many good historical and fictional multi-player situations which have not been explored, let alone exhausted.

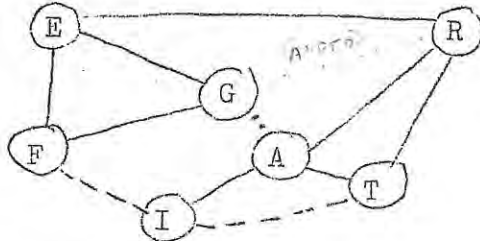
Two problems often appear in variants designed by inexperienced players. First, some variants lack interesting changes from the regular game. For example, Middleast uses regular rules and a new board. The Middle East of 1957 is depicted, divided into seven major powers. While a two-player Arab-Israeli war might be interesting, this multi-player situation is not exciting or interesting in itself. If the rules were different from standard Diplomacy, perhaps the game would be saved. Not only are the standard rules used, but the designer even did a bad job on the board, leaving some obvious imbalances. Even the number of players is the same as the regular game, so what is it worth? Perhaps it was good practice for the designer, but little else.

Lack of balance is the second problem, and Middleast is again a good example. Playtesting helps establish good balance--map changes are often sufficient--but the designer can also help avoid initial imbalances with a little work, and at the same time help maintain fluidity and avoid stalemates (or even promote them, if that is what he wants). This work is done before the board is designed, though it is also useful after the first draft of the board is finished. Allan Calhamer, the designer of Diplomacy, used a

diagram in his running analysis of one of Rod Walker's postal games some years ago. Diagrams of this type (the one I use is a slight modification) can help one see how a game will progress. In effect it is a method of broadly playtesting a game before you actually play it, to eliminate the obvious errors, as well as a method of helping the designer visualize the general shape of his board before he draws it.

Each power is represented by a circle. Occasionally a lump of neutral centers not immediately accessible to the powers is also represented by an "N". Connecting lines of interaction are of three types--primary (—), secondary (---), and minor (···). The length of the line is of no importance. A primary interaction indicates that a conflict is almost inevitable unless diverted by negotiation. For example, England and France in the standard game may simply ignore each other, but among competent players there is always some sort of agreement about a neutral zone at the very least, if they don't fight each other. A secondary indicates that conflict often occurs unless diverted by negotiation. For example, Italy and France can ignore each other early in the game, but often some agreement is made or Italy attacks France. A minor interaction indicates that once in a while an attack occurs, but usually the two powers have no initial contact. Remember that these are valid only for the opening of the game, and only for competent players. The lines don't tell all, of course. Austria cannot safely attack Italy, while Italy can often penetrate Austria despite Austrian vigilance--but the line is the same for both. Another example: Austria and Turkey seldom ally at gamestart, especially if the Austrian is competent, but this is not reflected by the connecting line.

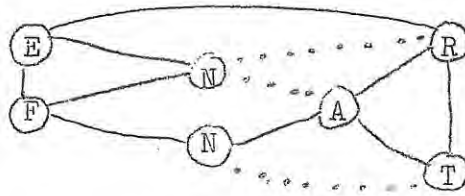
Now let's look at some diagrams. Regular Diplomacy:



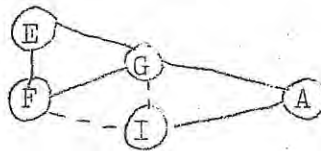
The diagram reflects what every experienced player knows: the board is divided into two spheres, connected in the north and south. I don't know whether a person not familiar with this board, but experienced in playing Diplomacy-type games with Diplomacy rules (if such a person could exist) would come up with this diagram, but I think it would be close to it. The strength of interaction depends largely on the distance between home centers, density of neutral centers in between, and proximity of other neighbors--factors that can be determined by observation without actual play. The separation of the board into spheres promotes stalemates when the unit-frontage ratio is as high as it is in regular Diplomacy, with no way to get through but brute force. One can also see why Austria and Germany are often considered inferior positions. They interact with too many powers, and they have an almost all-around front. It is difficult for them to establish a secure base from which to expand. Italy is considered inferior because it does not interact strongly enough. It takes too long for Italy to get into the game--someone else is already ahead most of the time. Moreover, Italy is in both spheres more than any power except Russia, but without Russia's opportunities for expansion. Italy must establish a strong position before the conflict in either sphere is resolved, or else it will be overwhelmed from behind.

The Calhamer Five-man game exhibits the same spherical aspect. Austria is again in a middle position. The English and French are alone in one

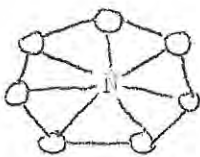
sphere; in alliance they can almost automatically obtain a stalemate position against the rest of the board.



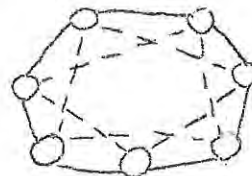
The old five-man game (also the first postal game) eliminates Russia, Turkey, Bulgaria, and Rumania from play. Austria and England have the best positions.



What is the ideal configuration for maximum balance and fluidity? (By fluidity I mean, the relative number of offensive lines and possible diplomatic deals open to the players.) For seven players, six primary interactions for each power would be one ideal. Only Anarchy IV, in which initial positions are spread throughout the board, comes comes to this. For an orthodox configuration, i.e., with all centers of each power in the same area, a circular configuration is best:

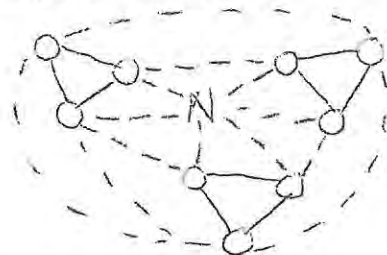


OR

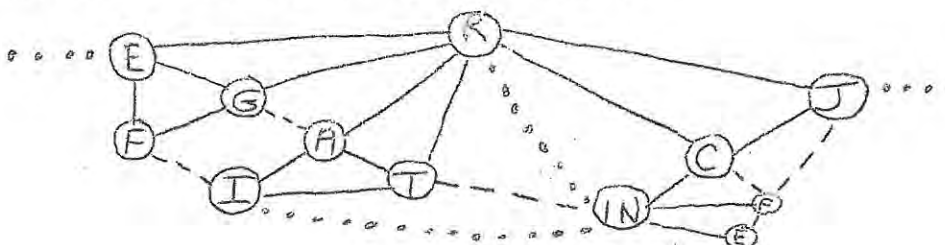


No power is in the middle, and all have the same number and type of interactions.

Here is one nine-power ideal:

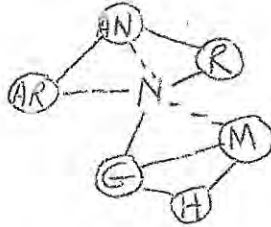


We'll now examine a few popular variants which use most of the regular rules, but new boards. Youngstown variant:



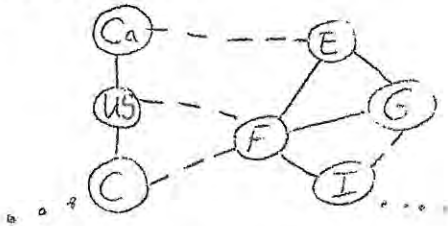
In YV, the new powers (India, Japan, China) apparently have an advantage, even though they begin with one unit each less than the other powers. The game is divided into two spheres, the "new" sphere much smaller than the old. The new powers can resolve their conflict quickly and move against the other sphere, which includes many powers and interactions. Other points: Russia is often overwhelmed by the large number of interactions. Six units to three or four for other powers is still not enough. Russia could be divided into two separate circles because it is so large. Italy often does well because it has an edge-of-the-board position. Note the small English and French circles in Southeast Asia, which represent one home center each.

Middle Earth Diplomacy IV:



Angmar is the weak player in ME IV. Rhovanion doesn't worry much about Mordor because the latter is drawn into the southern sphere. In the northern sphere Rhovanion and Arnor almost automatically eliminate Angmar if both are competent. The game then draws if the southern sphere can resolve conflict soon enough--but usually it doesn't.

Atlantica I:



The United States is usually crushed by Canada and the Confederacy. After all, why not? The extreme separation into two spheres facilitates draws. Atlantica II includes initial placement of high seas fleets and a hidden center in the Atlantic to create stronger interaction in the center and greater fluidity.

Disabuse yourself of any notion that the multi-player aspect of a Diplomacy variant can completely compensate for strength imbalances. There are limits. This is much more true of a variant than of the standard game, because the skill-level of the average player in a variant game will be lower than of the average player in a regular game, NOT because variant players are poor players, but because most players have only limited experience with a variant. The non-Middle Earth Tolkien variants give a good indication of what happens when initial strengths vary greatly. Mordor is so large that it can crush one or two small powers no matter what else occurs. If one small power "sells out" to Mordor, the game is all but over. If you want a balanced game (i.e., a fair game), use identical strengths as much as possible.

As long as the game is not too unbalanced, stalemates must be considered. There are a number of ways to prevent or facilitate stalemates. The way NOT to do it is to make an arbitrary rule--for example, that only one power can win, and that there can be no draws. Sometimes it is impossible for any power to choose a different course of action, particularly in a three-way draw. Some draws are inevitable. There are a number of ways to alter the

playing conditions so that draws will be less likely. A large unit-frontage ratio (frontage is an average of the shortest routes across the entire board, or of stalemate lines) makes a stalemate line easier to set up. A small ratio means that it will be difficult to gather enough units to create an impregnable line. Contiguous battle lines will be less common than in a large ratio game, allowing flanking maneuvers and easier penetration in the middle or the front. Double units, leaders, and air force units all help break potential lines. Fast units (or a small board--it amounts to the same thing for this purpose) allow the leading power to get into action to prevent establishment of a stalemate line. Foreign bases, like the English and French units in SE Asia in IV, or all units in Anarchy IV, mix powers together so that it is difficult to establish a corner or edge position to expand into a stalemate line.

Too many designers rearrange the board and ignore rearranging the rules. Yet rule changes can often be substituted for board changes. Increasing the speed of some units (multiple move segments) effectively decreases board size. So does the use of three move-seasons per year instead of two, but in a different manner. Instead of adding more spaces in likely stalemate areas, one can add a leader unit or double armies to help break up lines.

Consider also the type of diplomacy you prefer. In a small, crowded board stabs can be more effective than on a large board with many spaces and units (per player, of course). In the latter case, more time separates the heartlands of the players, and the larger number of units gives a player more time to recover and react before he is reduced to impotence. The length of a front (and therefore, the extent to which a stabber can damage his victim in one or two turns) increases at a lower rate than does the area that the average player holds, when the number of spaces is increased. The size of the board and number of units can have much to do with the style and quality of play of the game.

One must stop sometime. Some of this has probably sounded trite; unfortunately, it may not be so obvious to the less experienced readers, and most variants are designed by relatively inexperienced players who will design only one or two variants altogether.

If you remember nothing else, remember this: nothing is sacred, but you ought to have a logical reason for everything you do.

HOW TO PLAY THE YOUNGSTOWN VARIANT

by Rod Walker

Essentially, the Youngstown Variant (YV) is the regular game painted on a larger canvas. Except for provisions which allow the passage of units directly from the Atlantic on one hand to the Pacific on the other, its rules are those of regular Diplomacy. The major changes occur in the playing board. The whole of Asia and of northeastern Africa is added to the game. Three new Great Powers are added (China, India, and Japan).

To introduce the subject of grand strategy in this game, let me cover the important changes which have been made. China/India/Japan each has 3 units to start; Russia has two new units, A Omsk and F Vladivostok, in the Far East and England/France each has a new unit in the Far East, F Johore (Maylaya) for the former and F Saigon for the latter. England's A Liverpool is also a fleet in this version. Italy/Turkey have new units in the Middle East: F Mogadiscio and A Baghdad. Austria/Germany have new units at home: A Cluj and A Posen.

These changes tend to "clump" the nations together in the way I have just indicated. These "clumps" do not necessarily suggest alliance patterns, but they do suggest ways of looking at the board. I now propose to consider each of these groups.

CHINA/INDIA/JAPAN. Each of these powers begins 1 unit down from the European states. This is not only a reflection of their relative weakness in reality, but also of the fact that they have slightly better defenses and pretty good pickings in nearby neutral supply centers. Each can easily grow to 6 units in the first year. However, from then on their problems become obvious and serious. First, several European states (England, France, Italy, and Russia) have direct access to the Asian area through home supply centers located there. Turkey can be considered "European" for this purpose, too. The Asians have no comparable advantage, save that this intrusion is a very limited one, amounting to one center per intruder (save Russia's 2). Second, once the Asian goodies are all eaten up, where do the Asian powers go? The way into the European sector is very hard--for instance, one defense line (West Indian-Arabian Sea-Iran-Turkestan-Omsk) is only five spaces long!

The best possible response to this problem is 3-power cooperation, which sounds easier than it is. In addition to the inevitable personality problems which would certainly arise, this sort of alliance faces several problems. First, eliminating the "foreign devils" in Southeast Asia and possibly also Siberia. That is not always quickly done. If England and France cooperate, they can be up to 4 units down there in one year, and will be hard to dislodge. Second, how to assume the offensive. China is usually obliged to hit Russia, the hardest nut to crack if he is trying to defend at all. Of the others, either India or Japan will probably be obliged to play a defensive role--India against Italy or Turkey, Japan against England or France (or both). If India and Japan can both move out, China will be called upon to exercise forbearance and patience, and his allies will be called upon to find some way to compensate him.

Of course, the Asian powers will not be faced with any sort of European unity, and assuming the diplomatic offensive will be relatively easy. In many games, time can best be spent consolidating at home and preparing for the time

when the Europeans themselves will open the gates of their inner fortress. The temptation for two of the powers to overwhelm the third may prove hard to resist. If Europe is cutting itself to ribbons, this will not be a fatal policy.

RUSSIA. Russia's position is unique. Alone of all the powers, he has a direct stretch of contiguous territory from the Far East to Central Europe. He is well placed to expand. Well played, Russia can grow to 10 units in one year (building 4), and in 1971 Ebu, Russia built 6 in Winter 1901. This initial surge hides and belies a more basic weakness. It is fairly easy for the Far Eastern powers to conquer and detach Russia's Far Eastern possessions (Russia can still do well without them, however). Despite the fact that the loss is minimal, and the danger to his core area is even smaller, Russia tends to become overly concerned with the Far Eastern portions of his empire.

Suddenly, in 1902, Russia is hemmed in by seven neighbors: Japan, China, India, Turkey, Austria, Germany, and England. This is especially serious since Austria/Turkey have no outlets for expansion but Europe, and if Russia has expanded rapidly in 1901, he will have alarmed several of his neighbors (and if not, he may be considered easy pickings).

Russia has got to depend, therefore, on shrewd alliances. One good possibility is England/Russia/Japan, a "Northern Tier" alliance (this is a good alternate for Japan to the China/India/Japan thing). An alliance with these two naval powers secures Russia's vulnerable flanks and makes it possible to wage a land war, to which he is admirably suited. He should seek to turn Germany and Austria against each other and then expand against France and Austria against Italy or Turkey (preferably Turkey, since Russia can also gain from that). For at least the first few years, Russia should keep his gains close to home, where they can easily be protected. He should also be prepared to give up Vladivostok if some real advantages can be gained from so doing. It is the most expendable portion of his dominions, and we are not all blessed with expendable centers.

ENGLAND/FRANCE. These countries are by far the most flexible in terms of possible expansion areas and policies. They are so located in both Europe and Asia that they are serious competitors. But they can also cooperate very nicely. The problem is that they cannot afford the units to be effective in Asia unless they have neutralized their area of Europe, and vice-versa. They can, of course, easily afford to lose their Asian possessions entirely, but most players seem loath to accept inevitable and sometimes salutary amputations of this sort.

Neutrality in Europe means that Germany, Russia, and Italy have to be encouraged to go south and east. England and France must be prepared for the implications of this: somebody will be attacking Turkey. This will distract the Ottoman Empire from any Asian designs it might have, so that in turn, India will be left free to move east. East is where France and England, by neutralizing their roles in Europe, have hoped to build up an Asian Empire--which means that by making it easier in Europe, they may have made it harder in Asia. This is not the only ramification of what England and France may do, but it is an excellent example of how actions taken on one side of the board will have effects on the other.

Ultimately, England and France must recognize that if they fight, their Asian empires are probably forfeit--unless the Asian powers also have a falling out. It is of course important to encourage disunity in the East. England/France (or either of them) can become a major factor in the Far East via the Atlantic-Pacific movement zones, but not if Japan is free to deploy his navy in such a way as to prevent this.

ITALY/TURKEY. The main threat of Italy and Turkey in Asia is each against India. This makes them potential allies, but also rivals for the

same territories. The chances of cooperation are heightened by the possibilities in the Balkans. However, much depends upon what Italy decides with respect to Africa and Arabia. The supply centers in Yemen, Egypt, and Pentapolis are important points of potential rivalry with Turkey, and even if these questions are settled, Italy remains always poised in Turkey's rear. This is hardly conducive to trust and good will, so that all of the potential of alliance between these two powers often goes smash.

Italy is more fortunate in the location of his colonial area in that he can have a force of two or three units there before Turkey or India is really able to move against him. On the other hand, he is all alone down there, with nobody to help him. Italy must also fear France more than he does in the regular game. France will certainly put a unit into northern Africa, to secure Morocco; once he is there, he may succumb to the temptation to try for Tunis. Italy must also fear Austria more than usual (see below)

Turkey, although deprived of his corner-defensive position, now has many outlets for expansion. He can move east against India, or even to outflank Russia from the south. There is a rich field in northeast Africa, but much of this depends on Italy. However, like Italy, he must fear Austria. He must also fear a united Far East. If this happens, a flood of Indian units will head his way, and if he does not defend the approaches to Arabia in time, he will have little chance to stop that juggernaut.

AUSTRIA/GERMANY. The poor Central Powers. They have no colonies. The other European powers can adopt the tactic of gaining a center in the east, and then building the extra unit at home for a quick and perhaps telling advantage in the clashes of 1902/3. Austria and Germany are compensated by an extra unit at home each, but that advantage is nothing if it is not exploited. The belt of neutral provinces between them makes attack difficult, but it does not aid cooperation, either. Ultimately, war is suicide, so each must help the other or at least let him alone.

Austria can in this game more easily dominate the Balkans. Her job is made more difficult by the addition of neutral Montenegro, but the extra army at Cluj more than makes up for it. He can, for instance, try for Rumania and seize Serbia at the same time. Greece is not such an easy target, but at least the Turks can be kept out. And if Rumania falls in Spring 1901, and if Russia is willing to tolerate this, then Bulgaria can be threatened. Austria has got to attack Italy, Russia, or Turkey in this game, and do it before they become too strong through colonial expansion. One consideration is that knocking Turkey out gives access to the Suez Canal, while knocking Russia out gives access to Asia. Knocking Italy out gives access to Italy, period.

Germany, by the same token, is obliged to take on England, France, or Russia. Knocking out England gives access to Asia by one route; knocking out Russia gives the same by another. But knocking out France leaves Germany trapped in Europe. On the other hand, attacking England is the most difficult task of the three, and hitting Russia means that England and France are both leaving him alone, which is not very reasonable, and in addition means that they must be cutting up in Asia, which means in turn that the Far Eastern powers are distracted, which means in turn that they are leaving Russia alone, which means that unless Germany has got a pretty firm thing with Austria or Turkey, and preferably both, he will get nowhere (and Russia is an awfully bony chicken when cut up that many ways).

All of this is of course abstract. Personalities of players do a great deal to change the course of a game, as do various blunders made in the course of play. In the Youngstown Variant, it seems that the first elimination will not usually occur until somewhere between 1905 and 1908 (as compared to first

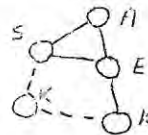
eliminations in the regular game usually between 1903 and 1906). As Great Powers begin disappearing, the structure of the thing will alter, of course.

However, for the first few years, it is well to keep these basic principles in mind: The Far Eastern Powers are to a large extent isolated from Europe and that even of the board tends to form a sub-game. Austria and Germany have no outlet for expansion alternative to attacking one or more of their European neighbors. The other European powers have the possibility of expanding from their colonial bases. Therefore, the choices they make in this regard are most important to how the game will develop. In this game, even more than in the regular game, short-range gains may bring long-range doom.

WITCH WORLD II
by Lew Pulsipher

A couple of years ago I considered designing a Witch World Variant, based on Andre Norton's series. The only map I had showed only Alizon-Estcarp-Karsten, and I decided that with so little to work with there were better scenarios to try. Six months ago I received An Atlas of Fantasy, which included a larger WW map. I also heard about a British Witch World variant, which was apparently rather poorly done (I've not been able to obtain it myself). This game is meant to reflect the situation of the Kolder war quite closely, within the limitations of the Diplomacy game-system. Play configuration and balance were secondary, though I've done better in those departments than I expected. The configuration is approximately:

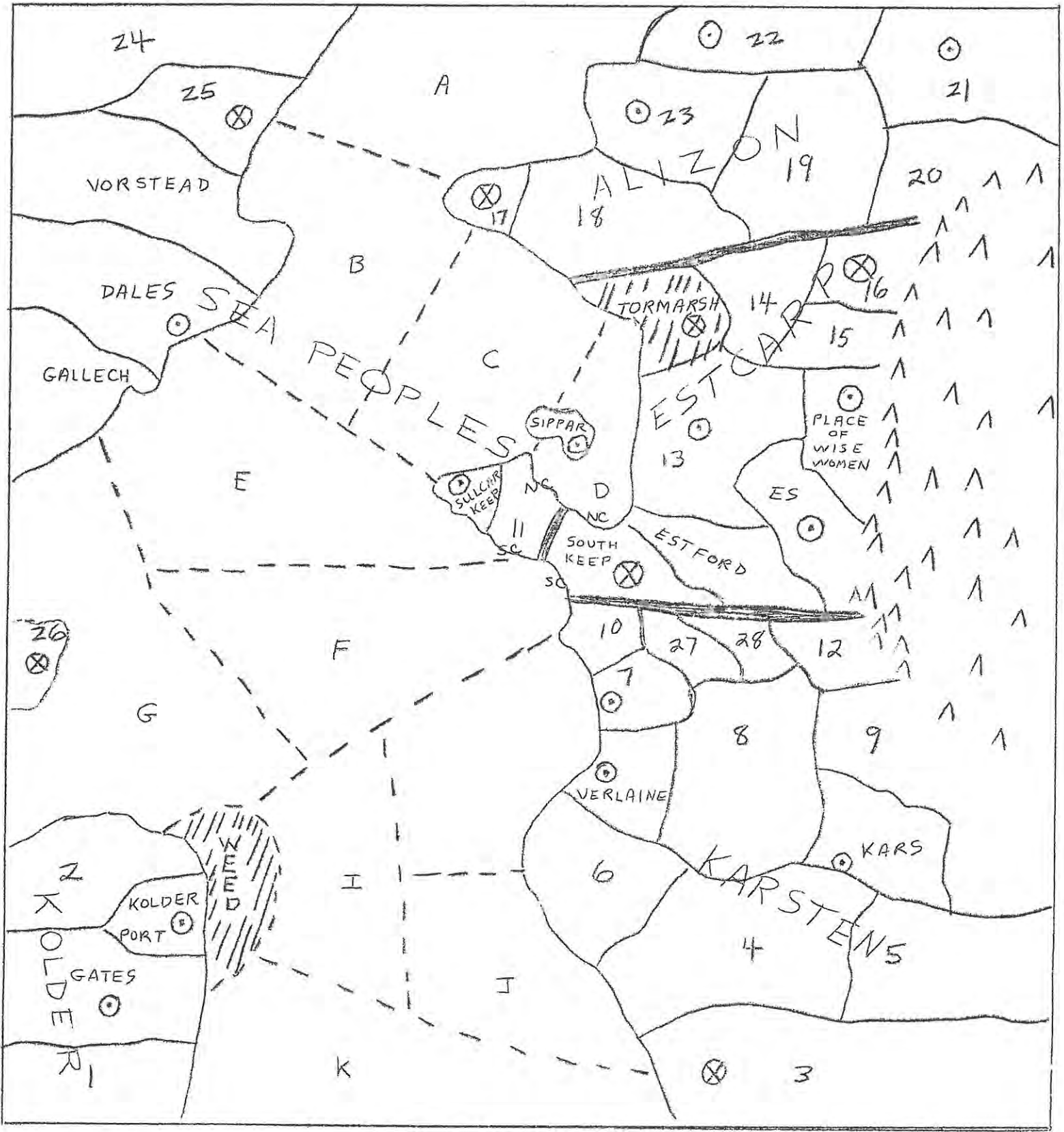
The connection between Alizon and Estcarp might be secondary rather than primary.



I named provinces where possible, but most of the time I was forced to use letters and numbers.

RULES

1. All 1971 rules of DIPLOMACY apply, with the following alterations.
2. There are 21 supply centers. A player wins when he has 12 units on the board.
3. Players are Estcarp (home centers 13, Es, Place of Wise Women), Alizon (21, 22, 23), Karsten (Kars, Verlaine, 7), Sea Peoples (Sulcarkeep, Sippar, Dales), and Kolder (Kolder Port, Gates). The game begins with Winter 5000 builds.
4. Weed and Tormarsh are impassable to all players except Kolder. They are sea and land, respectively. Weed becomes passable to Estcarp in Winter 5005.
5. Estcarp may, at end of Spring, Fall, or Winter, order the March of Mountains. 12, 27, and 28 then become impassable to all units for the remainder of the game. Any unit in one of these spaces is annihilated. Estcarp may not build in the next three Winter seasons.
6. Estcarp and Kolder may not participate in a two-way draw with each other. (Optional---Kolder and Estcarp may not support each other's units, including units Kolder controls)
7. One time only during the game, Estcarp may convert an army in a coastal space to a fleet, and the fleet may later be converted back to an army while in a coastal space. The unit may not move or support during the transformation, which must take place in Spring or Fall.
8. Kolder may take over an army of any player except Estcarp. The army is ordered by Kolder, though any supply centers it captures are owned by the unit's owning player. The owning player may remove the unit in accordance with normal adjustment procedures. Kolder may control only one army at a time (NO fleets); an entire year must pass before a new control can be instituted. Kolder may not build while it controls another country's army, nor for a year following relinquishment of control. Thus, if Spring 5002 is the last season



WITCH WORLD II

by Lew Pulsipher

- HOME CENTER
- ⊗ NEUTRAL CENTER
- |||| IMPASSABLE EXCEPT TO KOLDER
- ▲▲▲ IMPASSABLE (MTS.)

in which an army is controlled, a new control may not begin until Fall 5003, and no build may be made until Winter 5003 (and then only if a new control has not begun).

9. The coastal crawl and crawling retreat are legal. For example, Alizon orders in Spring, F 18 sc-17, F 17-18 nc. In standard Diplomacy this exchange of provinces is illegal.

Optional Rule: 27 is the home of the Falconers. It has a defensive strength of one. Once it is occupied this strength is gone.

THE FRENCH-GERMAN ALLIANCE: A NEW FAD?

by Edi Birsan

In looking over the history of country strengths as reflected in the rating systems, for the past 6 or seven years one tends to confirm that Germany has to be one of the bottom two or three powers in the board and that France is generally a mediocre power outshined by Russia, Turkey and that island bastion: England.

However, country strengths in all the ratings appear very deceiving after the most shallow scan of their origin. These rankings reflect more and more the popular trends of the alliance patterns that allow certain countries to do well and others not so well.

For example, the conception of the super powers in the early 1960's was England and France in the west and Russia-Turkey in the east. Combined with this was the inclination of Italian powers to see no alternative to attacking either Austria or France and you had a case for about 5 years in which the first out were Germany and Austria usually followed by Italy as the Turks ran all over the south and then a toss up for the win with England and Turkey getting major shares.

By the middle of the sixties the Russian players became aware of the powers of the Turks and tended to play more aggressively thus picking up quite a few wins in cases where lax players missed moves and what not. At the same time there was the development of the English-German alliance theory based on Seapower/Landpower hopes which tended to put a crimp on French ratings at the same time as giving the English and the German's a boost. Matters in the East remained about the same with Austria getting wiped turn after turn and then Italy falling victim to a 7 center Turkey with four fleets.

Then with the publication of the Lepanto Opening and its surprising popularity a sudden change occurred in the eastern strategic setting. Suddenly people were talking about the Austrian-Italian super power and a counter was finally found that could stop the Russian-Turkish giant in the East before it got off the ground. Most importantly the Lepanto article spurred consideration on the part of future Italian players that there might be something in keeping up good solid relations with the Austrians rather than marching right off into Tyrolia.

At this point in time the stage is set for a corresponding change in the West. It is to materialize as the present upswing in the popularity of the French-German alliance. England's high ratings has been supported through out the past history of the game by the domination of either the English-German or the English-French alliance system which naturally gave England a great advantage over the rankings of France and Germany as England was rarely the target nation in the alliance system that dominated the west. This is not the case in the French-German alliance.

In the British Diplomacy records the effect of the domination of the Franco-Prussian alliance can be seen, for over there, for whatever reason they never really got entrenched into the mystic belief in the all powerful French-English alliance or the elusive security of the German-English system. In issue #31 (June 7, 1974) of 1901 and All That, Mick Bullock compiles some supporting statistics which gives the rankings for all the countries in British Diplomacy circles as being:

BY SUPPLY CENTERS: F G R T A E I
 BY WINS AND DRAWS: G R F T E A I

Clearly, the strength of England in the above games appears far below that usually attained by a survey of all the games every played. The only factor different in the British games is that they maintain the French-German alliance as both feasible and desirable whereas for the rest of the world and the past games that alliance was considered not only very hard to maintain but undesirable compared to the super power myths that lured both France and Germany to alliances with England first and themselves rarely.

As an aside it might be interesting to note the effect of the Lepanto Opening in the British games as it too is recently showing up in the games over there which would give us a look into country strengths as seen through the bias of games dominated by a F-G alliance in the west and an A-I alliance in the east. One might expect French stock to soar as Russia and Turkey slide down at the hands of the A-I block.

All of this goes to support what many old timers have been saying over and over again: the countries are as about as balanced as one can reasonably get with out mirrored positions: it's the players that cause country strengths.

THE BLACK SEA IN DEPTH
by Tom Hubbard

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

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

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

To Russia, the Black Sea has more defensive value, unlike Turkey. Because of the immediate threat to Sevastopol, as well as the general dangers of Turkish expansion the Russian player is often satisfied with merely keeping the Black Sea out of the Turk's control. The situation with builds is considerably different with Russia. If he maintains more than two fleets in the South, he is likely weakening his armies. It will be some time before these fleets can be used in the Mediterranean, whereas armies in Warsaw, Armenia or Galicia have infinitely more possibilities. The Balkans can be secured quite easily without a TF ELA, through Galicia and Rumania. In conjunction with an Italian offensive, the Turkish fleets can be drawn west as armies in Tyrolia and Trieste complete the annexation of these provinces.

Austria has almost no chance of taking the Black Sea herself, or at least not until the outcome of the battle in this region is a forgone conclusion. At this point, much later on, the Black Sea forms an integral part of the Austrian defensive line, as it supports an army or fleet in Sevastopol in holding, and shields the three Turkish centers from enemy capture. The above is, of course, also true for Turkey, more immediately.

But while the situation is still fluid, Austria must be careful, if at all possible, to remain on good terms with whichever power seems most likely to control it. Turkey will often be happy to help the Austrians take Rumania, weakening the Russians, while the converse is true of Bulgaria. To ally with

either power, Austria must grant them custody of the Black Sea. If she allies with Turkey, then once the Russians have been dispatched, the Turks may possibly agree to evacuate the Black Sea and send their fleets west. However, once Turkey has taken Sevastopol, and possibly Moscow, Austria is strategically next in line for Turkish expansion. This problem does not exist in reverse, as the Russians can expand on other fronts without bothering Austria, but they will be far less willing to move out of the Black Sea upon request. Conflict in the Mediterranean will be left mostly to Austria anyway, which means that any Russian fleets will be simply laying idle. A possible solution here is for Russia to disband these units if he suffers a setback elsewhere, but then again, if Russia is weakened, he may not want to trust his former ally. The alternatives for Austria regarding the Black Sea are extremely risky.

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

A FIGHT TO THE FINNISH

by Tom Hubbard

The Scandinavian provinces consist of four supply centers: St. Petersburg, Norway, Sweden, and Denmark, as well as one non-center, Finland. These five spaces form a distinct, separate, and easily-defended block of centers, control of which is virtually essential to the victories of three players, and virtually unobtainable by the other four.

St. Petersburg and Denmark are the only spaces that may be attacked by armies from the outside. A land attack must therefore be channelled through one of these two provinces. And yet, St. Petersburg only borders on two inland provinces, while Denmark only bounds one. A player whose forces will be composed mainly of armies, then, must send them into this area quickly, or he could easily find his approaches blocked.

Fleets, thus, are essential to the capture of this area. Every land province borders on at least one sea space, while Denmark borders four. Moreover, every space in or adjacent to these provinces, with the sole exception of Moscow, may be occupied by a fleet. A player who finds his land approaches blocked might still be able to convoy his armies into position.

Russia is obviously the most disadvantaged player here. He has only one center in which to build fleets, compared with Germany's two and England's three. He is perhaps most likely to need his units elsewhere, which will in turn necessitate his building armies instead of fleets. He has little cause to ally with either England or Germany, since a pact with the latter would limit his frontier, while an English alliance will require Russia to send armies through the Polish Corridor, dangerously neglecting his Balkan flank. French neutrality is also desired, since a three-way anti-Germany pact will result in minimal profit and much waste of time in sending the victorious armies elsewhere. Russia has potential in the North, but his advantage will decrease with time. Either Germany or England will wax as the other wanes--- or they might be cooperating against France, which means they'll probably take the Russkies on next.

The standard anti-English opening of F StP-Bot, A Mos-StP can be expanded upon in the fall with A StP-Fin and F Bot-Swe. If the English have fallen for the feint and supported their move to Norway, they are left with only one build, which makes them strategically vulnerable to the French or Germans. Even if the English do second-guess the move, a fleet built on the North Coast of St. Petersburg can effectively guarantee Norway, can almost insure no further English progress in Scandinavia. If another player in the South can be induced to prevent English incursions onto the Continent, Russia can then concentrate fully on the Balkans, and worry about Denmark when it suits him.

Of course, there is a serious risk here that every Russian player should know about---namely, Turkey and Austria. The Balkans are inevitably a source of contention with players quick to take advantage of another's weakness. Perhaps the best tactical complement to the above moves would be a prearranged bounce in the Black Sea, and Ukraine instead of Galicia, so as not to antagonize the Austrians. Tactics alone, however, can guarantee nothing. This set is fairly risky, though safer than some which have paid off, and should under no circumstances be tried unless the Russian is sure he is secure in the South, and that at least one of the other players will have Italy to contend with.

Diplomacy, the name of the game, is far more valuable to a player than any amount of tactical skill.

As far as Scandinavia is concerned, Germany is the second weakest player of the three (or the second strongest, if you're Germany). You can, if necessary, build two fleets in home centers second-closest to the action. Your traditional first-year center, Denmark, can be knocked out by a supported attack in 1902 (but then, Russia fears the same). You can better afford to wait, though, if a stalemate can be maintained in the North. If you'd rather soften the French up first, this can be done---and will help your chances in Scandinavia if you remember to build at least one more fleet. You can probably count on English aid for both of these plans. On the other hand, an attack on England is probably the best way to throw these provinces away. Russia will want to get in on the action, and even if he takes your side, he'll still want Norway. He'll be able to hold it, too, while using the extra unit elsewhere. By the time England's been dealt with, you may be too late to knock out the Russians. An English campaign will build up your navy, though. I don't mean to say that it's impossible to take all of Scandinavia if England is attacked first, but I do believe an attack on England to be the German strategy most likely to cost you Scandinavia.

The first-year opening most favored by the German with designs on Scandinavia is the "Baltic Opening." In the spring, you move F Kie-Bal and A Ber-Kie. The safest southern move is probably Mun-Ruh, as you want, if at all possible, to guarantee yourself a second build. Then, in the fall, send A Kie-Den, F Bal-Bot and A Ruh-Hol. This should give you two more centers, with at least one of them guaranteed. The army in the Ruhr can also drop back to cover Munich---supported from Kiel if absolutely necessary (i.e., if there are unfriendly units in both Burgundy and Tyrolia). Assuming all goes well, though, the armies in Holland and Denmark reassure the English, whose fleet Norway is of obvious value.

The Russians, who have probably opened with the Gulf of Bothnia, are given two poor alternatives for the fall: either Sweden or the Baltic. If they try the latter, nothing moves, but the German gets two builds and can guarantee himself Sweden next year. If the Russians try to take Sweden, they get a build but a supported German attack can take it away, while the fleets in Norway and the Gulf of Bothnia can press St. Petersburg. A second German fleet can cover the Baltic and later convoy units east.

England is usually more willing to work with Germany against Russia than vice versa. Germany can also be of help against France, while the conquered German homeland could easily become the setting for a Russian-French stab. Germany can also be more easily kept under control by the English, and if necessary, England and either Austria or Italy can limit German growth once France and/or Russia have been dispatched.

When England looks at Scandinavia, she sees an "exterior," composed of Norway, the Skagerrak, and the North, Norwegian and Barents Seas. These spaces she effectively controls. But the "interior" spaces, Sweden, Finland, the Gulf of Bothnia and the Baltic Sea, must also be considered. To get from one to the other is often tricky, but there are ways. The three spaces that fleets can pass through, Sweden, Denmark, and Kiel, are certain to be well protected by their owner. Of these three, Sweden is generally the most susceptible. A gullible German may agree to support the English in (in exchange for Belgium or some such), not realizing that he is eventually going to regret that. An army convoyed to Norway, and then dropped to Finland is another way of getting into Sweden. If the Englishman can time this properly, he can frighten/force the Russians to support St. Petersburg in holding---and not cutting the Finnish support for F Nwy-Swe. Even a single fleet "inside" Scandinavia is of immense value to the Britons---and a serious threat to both

of the others.

Three coastal centers, two fleets at the game's outset, and an unexposed position give England an overwhelming advantage in Scandinavia. If France and Italy can be persuaded to fight each other, the North is as good as taken.

Both Germany and Russia would be far happier to ally with England than with one another. Germany can cooperate with England in two directions, while Russia can mount a land offensive through Poland while England makes an amphibious attack. Thus, neither of them will get in each other's way.

There are actually two different English openings, both of which are known as the "Churchill Opening." The first is F Lon-Nth, F Edi-Nwg, A Liv-Yor; the second sends Liverpool to Edinburgh. Each of these has its own merits, but I will discuss only the first here, since it adds a modicum of safety to a God-awfully risky fall sequence. This sequence should only be used under at least three of the following conditions: (1) You have paid less than \$2.00 to enter this game, (2) France is being played by Charles Reinsel and Italy by Conrad von Metzke, (3) Germany is being played by Buddy Tretick and Russia by Rod Walker, (4) the GM, a seven-year old, is terminally ill and not expected to last out the month, or (5) (and this is unlikely) you are Edi Birsan.

No, seriously, there are about a zillion things that could go wrong, and if you get nailed unexpectedly, this plan could leave you pretty badly exposed (if you'll pardon the expression). If Fall 1901 (everybody ready for this?), send F Nwg-Bar, and convoy A Yor-Nwy. This gives you one, count it, one, build. However, it virtually guarantees you St. Petersburg, and will probably cost the Russians Sweden as well. It also forces the Russians to build in St. Petersburg, which isn't the best thing in the world for England, but which ought to make someone else grateful.

I see the main drawback to this plan as the need for a rock-solid alliance with Germany. If Italy goes for Serbia, the Germans will need to put considerable first-year pressure on France. A Ruh S F Hol-Bel in the fall should, at the very least, keep Belgium open and limit the French to one build. If the Germans do get Belgium, there is a neutral center tucked safely behind the lines for England to take later, plus the added available support into the Channel. One army in Denmark, plus some skillful diplomacy should lull Russian suspicions long enough to swing something up North. Germany can do quite well by this plan, in fact.

The Russians could throw things awry by moving A Mos-StP. This would force England to gamble on the supported Convoy. Failing to take the Parents Sea early could seriously jeopardize Norway, the only English beachhead. If the Russians have gone to Finland and built another fleet, the English could be in serious trouble, and must of necessity depend on an attack on Warsaw or Sevastopol to distract the Russians. A German move on Warsaw could be a nice ace-in-the-hole, or failing that, the Turks or Austrians wouldn't be likely to miss such an opportunity.

A French move to the Channel could also throw the plan off, but would not injure the English badly. The army in Yorkshire could cover London while Belgium and Norway are taken, with Russia forgotten for the moment. The English could simply shift strategies and concentrate on France first, while gradually building up in the North.

England can afford to wait and take Scandinavia when he and the rest of the board are ready. The German can sometimes do likewise, but must be much more careful as he may not be able to spare the units to make his move when he wants to. The balance can easily be tipped and spoil the German's chances. Russia can do quite well in an early blitz, but if he tries to wait, his chances fade rapidly as the other two become stronger. Still, Russia must

tend to his southern flank first and may not be able to spare the units in time. It is possible, especially for Germany and Russia, for a player to win without controlling all four of these centers, but not likely. A great number of tactical options are possible, both at the game's beginning and at any time thereafter, but essentially they all consist of getting as many units into the area as possible, with heavy emphasis on fleets.

THE DIPLOMACY OF STALEMATE
by Eric Verheiden

Draws can be divided into roughly three categories:

1) Draw by agreement: The members of an alliance declare the game drawn after having overcome all opposition.

2) Draw by default: The game reaches a state of stagnation, in which no player or group of players is making significant progress in any given direction; the game is declared a draw for lack of anything better to do.

3) Draw by stalemate: Two alliances clash and one is forced to the defensive, but is able to hold a stalemate line which is tactically invulnerable; the draw is then forced.

It is the third category, draw by stalemate, which will be discussed here. To begin with, the decision to try to form a stalemate line in combination with a number of other players should not be taken lightly. The difficulties inherent in persuading a group of bickering players to cooperate with each other for something less than total victory can be enormous and increase exponentially with the number of players in the alliance.

Primary among the problems faced is that of the player who, as John Beshara said in a recent Graustark article, "has to win to be amused." Such players are remarkably common in postal Diplomacy and invariably see the game as a race to acquire supply centers and little else. It can be expected that such players will cooperate in a stalemate alliance only insofar as it will allow them to get in a position to acquire more centers. Similar problems may arise with players intent on revenge or in certain cases replacement players who, having little stake in the game itself, may well decide to gamble on converting a massive stab into a win, however improbable, inasmuch as they have everything to gain and little to lose. Finally, as far as minor powers are concerned, there is often an irresistible temptation to convert that five-way draw into a four-way draw with a well placed stab. Minor powers are well advised to consider their vulnerability, both to the major power which is to be halted while the stalemate line is being set up and to their new-found allies after the line has been formed, and also their capability for retaliation. If the chances of being cut out of the prospective draw seem good, it may well be wiser to attach oneself to the major power, which is usually more capable of generosity, and thereby at least achieve survival and, for what it is worth, perhaps even a fairly high place at the end of the game.

So much for the negative aspects, which as indicated previously are indeed considerable. The fact of the matter is that while the risks of joining a stalemate alliance are great, so are its rewards if executed successfully. By participating in a draw, you receive equal credit for the game along with everyone else, even if you only have only one center and someone else has 17. For those interested in such things, draws are universally considered positive achievements in all ratings systems, whereas second place on down to some else's win are usually considered losses.

The first step in the formation of a stalemate line is the formation of the stalemate alliance. A general tactical plan to form a line should be presented in as much detail as possible. Each prospective participant must be convinced that:

1) His chances of winning are realistically nil in the face of the oncoming opposing alliance and so

2) The only alternative to an otherwise certain loss is the immediate cessation of hostilities among the prospective participants and the formation of a solid alliance to stalemate the board.

3) He will be a necessary component to any line which may be formed and so need not fear being cut out of the draw.

Whether (3) is actually true or not will depend on the situation. However before deciding to cut someone out, figure on him doing everything he can to blow the stalemate and destroy you after the initial stab and evaluate your chances of pulling off the maneuver successfully in that light.

Once the alliance has been formed, the moves of the allies must be coordinated and someone should see to it that this is done. The coordinator should write everyone each season with the individual sets of moves. To make this process as painless as possible, input should be invited from the other allies to make them feel that they are still active participants in the game.

Once the alliance has been formed, the opposition will invariably try every means possible to break it up and this must be allowed for. This involves constant reassurance of allies and warnings that talk is cheap and the opposition has everything to gain and nothing to lose by breaking up the stalemate alliance. The period between the formation of the alliance and the formation of the line is the most dangerous since it is here that both the temptation and opportunity to stab are greatest, with a large number of available centers and nothing as yet to show in the way of concrete results. Further, a single defector is usually enough to break the alliance.

The final point to consider is when to break a stalemate alliance. As a general rule, it should not be done unless you seem likely to be cut out of the final draw or unless the game has loosened up again, and this means a break-up of the opposition. After this break-up has occurred, the stalemate may no longer be necessary and other possibilities may profitably be considered. However, before any action is actually taken, promises must be considered extremely suspect in light of the considerations mentioned above.

REBUTTAL TO THE ILLYRIAN OPENING
by Edi Birsan

In November 1971, Hoosier Archives published the Lepanto Opening which started a mad craze to name and create new valuable openings for the various countries. Following in that tradition, we have had the Baltic Opening, the Ionian Gauntlet, the Churchill Opening and a host of the more popular and classical openings moves. Each one outlines in careful steps the various ways to go about a specific national or personal objective in the best style given a certain set of diplomatic relations.

With the appearance of the Illyrian Opening, we see the craze going past its usefulness and disintegrating to a naming fest.

The diplomatic relations for this opening rested on the early Italian-Austrian alliance in 1901-02 with the agreement that Italy was to use the convoy to Syria or the Lepanto Opening to take down the Turks. The Italians are convinced that they must stab the Austrian in 1902 (Spring) for whatever reason he holds dear to his heart.

The proposed moves were then, Spring 1902: Italy--F Nap-Ion, F Ion-Adr, A Tun H and A Ven-Tri. It is assumed that Venice will sail unopposed into Trieste.

I hold that this is a less than optimum stab and that the "correct" or maxi-stab would be to substitute: A Tun-Alb, F Ion C A Tun-Alb, A Ven-Tri, F Nap-Apu. This leaves the Italian player in a much stronger tactical position than the suggested moves by Lipton and gives the Italian player an offensive position from which he has the option to make supported attacks against either Serbia or Greece.

These attacks, or potential attacks, on Serbia and Greece give the Italian player greater flexibility in dealing with both Turkey and Russia, a diplomatic position one does not have in the more defensive stance brought on by the move to the Adriatic.

One of the critical things to remember in all stabs, and one can see this in the above example, is that a stab is an offensive move and you must not take a defensive position on the initial thrust if it is to be an effective demoralizing blow. The stab, to be ideal, must hit initially and then continue to threaten and take further centers in the next move to keep the enemy reeling from the blows and forcing him to use a defensive stand rather than a counterattack. This will gain you diplomatic leverage and the elimination of your target. And that's what a stab is all about anyway.

THE BULGARIAN GAMBIT
by Douglas Beyerlein

Probably the least contested 1901 gain is Turkey's taking of Bulgaria. Army Constantinople to Bulgaria in Spring 1901, backed up by an additional army and a fleet, and Bulgaria is guaranteed Turkish in 1901. Or is it?

There is one set of orders, when used against an unsuspecting Turkish player which will leave Turkey with only three centers at the end of 1901 and no future. This is the Bulgarian gambit.

The required orders are simple; the diplomacy difficult. First the orders. For Spring 1901, Russia sends F Sevastopol to Rumania and Austria opens with the standard A Budapest to Serbia and Fleet Trieste to Albania. Turkey is guided to a western attack with A Constantinople to Bulgaria and a follow up into Constantinople with either A Smyrna or F Ankara. Then in the fall, Turkey is enticed to move A Bulgaria to either Greece or Rumania so that it cannot be supported in place. The opposition, Russia and Austria, strikes with F Rumania to Bulgaria (east coast). A Serbia supports Russian F Rumania to Bulgaria, and F Albania to Greece. The Russian fleet takes Bulgaria, the Turkish army is annihilated or retreats to Constantinople and the Turkish player counts only to three.

Now the difficult part: the diplomatic set-up of Turkey. Russia must convince Turkey to go west while feigning a northern attack. Thus in Spring 1901 Russia will claim Rumania with F Sevastopol and at most will only send A Warsaw south to Ukraine. This is a definite gamble on Russia's part. Austria's diplomacy in the Spring is relatively simple. Therefore, the burden and the gain lies with Russia. It is all or nothing.

Assuming that Spring 1901 went according to plan, we now come to the Fall. Here Russia has an easy time diplomatically and Austria must pull a fast one on Turkey. Turkey with units in Bulgaria and Constantinople may be content to hold with support. Greece can be attacked, but if Austria supports F Albania into Greece from Serbia, the Turkish attack is worthless without Italian support (which is usually very unlikely). So, to get Turkey to move A Bulgaria and therefore guarantee Turkey's loss, Austria must make some encouraging noises in Turkey's direction. Austria should say to Turkey that A Serbia is supporting Turkish A Bulgaria to Rumania whether or not Turkey makes the move. This leaves Turkey (or so the Turkish player thinks) with two options: (1) either stand off the Austrian fleet in Greece, or (2) take the unsolicited support and attack Rumania. Then when the Fall 1901 orders are published, the damage is done and Turkey is dead.

The only remaining problem is who gets Rumania after the Russian fleet moves out. Either Austria can take it in return for the possible stand off over Greece so as to have at least two builds or Russian A Ukraine can have it. This should be worked out well in advance.

Finally, Russia builds F Sevastopol and Austria builds armies. And then it is only a matter of time before they own all of Turkey.

This subtle blitz has its risks, however. Russia, with only a maximum of two units in the south, can be hit hard by a combined Austro-Turkish attack. I have seen it go both ways and have just been fortunate to have been on the right side both times. In every case, diplomacy is the key and the gambit is doomed to failure without it. Used as such, the Bulgarian gambit is just one more way to kill Turkey.

AVERAGE ACES GAME (1972CR)

by Walt Buchanan

It is a pleasure to write the introduction for this analysis of what I consider the most brilliant win in postal Diplomacy history. Brenton Ver Floeg won in only 7 game years against probably the strongest field ever assembled.

The key to this game was indeed diplomacy. As GM I was privileged to get some insight into the inner workings of the game, and Brenton's communications to the other players both by use of the phone and by letter were brilliant.

At the beginning of the game the majority of the players were against Brenton (maybe due to his prior outstanding record) and in fact as Russia in 1901 he gained only one supply center, Austria and Turkey both being against him.

Diplomacy began to tell, however, Brenton first got Austria to ally with him against Turkey and then immediately stabbed him with the result that Naus was pretty well done in by the end of 1902. Next, Brenton, with the help of Beyerlein's Italy, turned on Lakofka's Turkey and Len was out of the running in 1904. Doug, incidentally, was Brenton's game-long ally. At least until the end of the game!

The next step on Brenton's strategy was a brilliant one. In 1905 he let Doug grow to near parity, thus assuring his game-long trust. A 17-17 draw had been agreed to. 1906 saw Brenton stabbing both Birsan's France and Prosnitz's Germany in the north to establish hegemony in that area. Brenton set this up by abetting both Edi's and Gene's pre-game animosity so that they were at each other's throats for the entire game.

The last step was the stab on Doug in 1907. Brenton had engineered Doug into leaving his borders unguarded, thus making the victory easy.

It might be inferred from the record of this game that Brenton traded in his 4 year history as a trustworthy player to win this big one easily by a series of stabs. I do not believe this to be the case, however. Brenton's use of diplomacy in getting the other players to do what he wanted them to do was truly staggering. In addition to running a phone bill up to between \$200 and \$300 and many long letters, Brenton put the better part of his waking hours during a 6 month period into this game. That is how to win a Diplomacy game.

What follows is Doug Beyerlein's in-depth analysis of the game itself. I had hoped to do this, but time pressures dictated otherwise. Doug was privy to Brenton's most in-depth phone conversations, and in addition he has the use of two file folders filled with game correspondence. I am sure the analysis will contain insights into the secrets of a well-played Diplomacy game.

GAME ANALYSIS OF 1972CR
by Douglas Beyerlein

AN INTRODUCTION BY THE ANALYST: DOUGLAS BEYERLEIN

Game 1972CR, the second Hoosier Archives demonstration game, contained a field of expert players. Literally the best players in the hobby at that time (the summer of 1972) were assembled to do battle. This is an analysis of what happened in 1972CR and more importantly why. To assist in making this analysis as complete as possible most of the correspondence was collected and saved by Walt Buchanan, the gamesmaster, and sent on to me. The volume of correspondence (over 200 letters--some 300 pages) and the short time period which I had to complete this analysis has forced me to condense and simplify much of the analysis of the action. This is regrettable (a whole book could be written), but I hope that I have covered the highlights of the action both on and off the board for each season.

Before getting into the action let us introduce the players. Below is a write-up of each as presented by Walt Buchanan in HA #85 (12 August 1972). Following the conclusion of the game I will update the achievements of the players and their present occupations in and out of the hobby.

Winter 1900

AUSTRIA: Hal Naus, San Diego, California. Hal is the editor of Adag, one of the oldest and best gamezines to play in around. He is also ranked ninth in the latest Calhamer Point Count List (CPCL) and is on the second board of both the latest Archives Publishers Poll (APP) and Beyerlein Player Poll (BPP). In addition to his three wins, Hal has also drawn more games than any player around, a grand total of six.

ENGLAND: John McCallum, Ralston, Alberta, Canada. John has been called the "Grand Old Man of Postal Diplomacy" and rightly so. Only John Boardman, the founder of our postal hobby, surpasses him for continuous publication of Diplomacy zines. John is also widely known as the leading rules expert and among his many rating systems has designed the most popular one around, the ODD Rating System. No slouch as a player, John is on the third board of the latest CPCL and was on the 2nd board of APP #2.

FRANCE: Edi Birsan, New York, New York. If anyone can be called the world champion of Postal Diplomacy today, it would have to be Edi. He is first on the latest CPCL and also was voted first on both the latest APP and BPP. Edi has also won more Postal Diplomacy games than anyone in the history of the hobby for a grand total of nine. His most recent win was in the Grudge Game (1971 BC) among the stiffest competition in the hobby. In addition to his playing skills, Edi has written many brilliant articles on the openings.

GERMANY: Eugene Prosnitz, New York, New York. Gene has many high rankings to his credit. Among them are fourth on the latest CPCL and eighth on the latest Averaged Numenor Rating System. He also placed on the top board of the latest APP. In addition to his fine performance as a player, which includes an impressive total of six wins, Gene is recognized as having one of the finest strategic minds in the hobby and has written many fine

articles on Diplomacy strategy.

ITALY: Douglas Beyerlein, Seattle, Washington. Doug is ranked fourth on both the latest CPCL and the ODD Rating List. He is also fifth on both the latest APP and BPP. As if these high rankings due to his six wins weren't enough, Doug also has an impressive number of Diplomacy strategy and tactics articles to his credit. He is also one of the hobby's leading experts on rating systems and the originator of the Beyerlein Player Poll.

RUSSIA: Brenton Ver Floeg, San Francisco, California. Brenton is one of the most rapidly rising stars on the Diplomacy scene today. Among his six wins, he has won four of them within the last couple of months, a truly remarkable feat that I'm sure is unparalleled in the history of the game. As a testimony to his good play, although most of these ratings were recorded before his most recent wins, Brenton is third on the latest Brobdingnag and Averaged Numenor Rating Systems, as well as the latest APP.

TURKEY: Len Lakofka, Chicago, Illinois. Len is probably the leading expert in Diplomacy tactics in the hobby. In addition to many fine articles on that subject, he has written many fine articles on Diplomacy strategy as well. As a player, Len is just now wrapping up his third win and because of recent wins will probably soon rank higher than his current eighth on the latest Brobdingnag Rating List and his second board position in the latest APP. Of course, these scores are impressive enough.

And now on with the game...

THE DIPLOMACY CONDUCTED PRIOR TO SPRING 1901:

When the start of a new game is first announced the seven players pull all stops to arrange alliances in their favor, tie up their neighbors in unproductive attacks, and in general try to get an idea of what to expect will happen on the board. This was certainly true of 1972CR. From the start the action was fast and fierce.

Edi Birsan (France), winner of the previous HA game, was strong on committing his neighbors to certain attacks without immediately involving France. He wanted to peacefully gain Spain, Portugal, and Belgium while England and Germany clashed and Italy went after Turkey. In this respect Edi saw the game possibly concluding with England and France opposing a Russian-Turkish alliance. In any case, his old nemesis, Eugene Prosnitz playing Germany, would have to be dealt with--hopefully with aid from England and Russia. However, even Italian or Austrian aid for the French capture of Munich would do for a start.

Eugene Prosnitz (Germany) was all for taking on and eliminating France as quickly as possible. As such, he wanted Birsan to attack England in 1901 (something which Edi refused to do) and for Italy to go west and not east. Scandinavia was not of prime interest and Gene was willing to have Russia take Sweden to keep peace on that sector of the board.

It is difficult to know what John McCallum (England) was planning because little of his correspondence has been collected for this analysis. Letters to France and Italy indicated that he was headed east after Germany or Russia. However, he definitely had his choice in going with either a French or German alliance, and he seemed to prefer the German alliance with his Spring 1901 orders.

Brenton Ver Floeg (Russia) had both a northern and southern front to worry about. The northern front was a secondary one as he was only concerned with taking Sweden in Fall 1901. With both England and Germany more involved with France than with Scandinavia this was not difficult. The south was more involved. An early alliance with Italy gave Brenton some insurance against Turkey and Austria getting together. Personality conflicts made an alliance

with Lakofka's Turkey near impossible and Naus' Austria was somewhat of an unknown factor. Yet Russia aimed for Austria to accept the move of A Warsaw to Galicia.

Len Lakofka (Turkey) had a corner position--which was both good and bad. If he could make some initial gains he was pretty much guaranteed success later in the game. But he would be in a bad way if Italy were to open with the Lepanto attack on Turkey. Thus Len aimed his diplomacy at getting Italy to go west after Birsan's France. That would stop the Lepanto. And to grow, his best chance was the alliance with Austria against Russia.

Hal Naus (Austria) corresponded very little with his neighbors. He agreed to a non-aggression pact with Italy and at least initially was agreeable to helping Russia against Turkey.

Doug Beyerlein (Italy) had accepted the Russian alliance offer and was content to stay out of western affairs while concentrating on the east. To remove the possibility of a Russian-Turkish alliance he told Turkey that Italy would go west if Turkey would attack Russia. At the same time he planned to open with the standard Lepanto--as nearly everyone suspected.

SPRING 1901:

AUSTRIA(Naus): F Tri-Alb, A Bud-Ser, A Vie-Bud
 ENGLAND(McCallum): F Edi-Nth, A Liv-Wal, F Lon-Eng
 FRANCE(Birsan): F Bre-Mid, A Par-Bur, A Mar S A Par-Bur
 GERMANY(Prosnitz): F Kie-Den, A Ber-Kie, A Mun-Ruh
 ITALY(Beyerlein): F Nap-Ion, A Rom-Apu, A Ven H
 RUSSIA(Ver Floeg): F StP(sc)-Bot, A War-Gal, A Mos-Ukr, F Sev-Bla
 TURKEY(Lakofka): A Con-Bul, F Ank-Bla, A Smy-Arm

THE SPRING 1901 ORDERS:

AUSTRIA: Standard opening to take Serbia and Greece by the fall. The move to Budapest (allowing Russia to take Galicia) was a little unusual as now both Vienna and Budapest were open to possible Russian assault in the fall. However, Russian passage through Galicia had been allowed so that Russia could take Rumania with support in the fall.

ENGLAND: The moves to the English Channel and Wales signaled an attack on France. This was apparently a result of Germany's diplomacy.

FRANCE: Standard opening for the gain of Portugal and Spain in the fall. The support of the move into Burgundy guaranteed that Germany resistance would be useless and Belgium would be within reach for the fall season.

GERMANY: Standard opening allowing for numerous alternatives in the fall. A possible gain of three (Denmark, Holland, and Belgium) could be made in the fall.

ITALY: The move of A Rom to Apulia meant that Italy would open with the Lepanto and convoy the army to Tunis in the fall. Ordering A Venice to hold showed that there was not a strong Austro-Italian alliance.

RUSSIA: A fairly standard opening in moving three units south. F Sevastopol to the Black Sea guaranteed neutralization of that important sea province. And, as mentioned earlier, Austria had agreed to let Russia move through Galicia to take Rumania.

TURKEY: A Russian attack was in full swing. If the Black Sea could have been taken (through diplomacy) the attack would have been guaranteed a success. However, now it was to be a long, hard fight.

THE DIPLOMACY PRIOR TO FALL 1901 :

The diplomacy prior to Fall 1901 slacked off considerably in comparison to the amount conducted before the spring. This was somewhat to be expected as alliances on the board were beginning to make themselves known. However, also during this period the 1972 Summer Olympics were on prime time evening television and kept at least one diplomat away from the typewriter.

Len Lakofka (Turkey) was the most active player prior to the fall deadline. The spring results showed both Austria and Italy moving in his direction while he was in the midst of a war with Russia. Len continued to work on getting Italy to attack France. And he offered Austria the prize of taking Rumania with Turkish support. In addition, he contacted Russia about an end to their war and what conditions Ver Floeg would want for letting Turkey survive.

Edi Birsan (France) also appeared to be in trouble. The English fleet in the Channel was a bad omen. To minimize the fleet's possibilities Edi told England that the French fleet would definitely cover Brest. However, help into Belgium could be arranged if England would definitely cover Brest. However, help into Belgium could be arranged if England wanted to convoy the army there. All during this time Edi was eyeing taking Munich and again inquired about Italian support in doing so.

Brenton Ver Floeg (Russia) rejected Turkey's plea for peace unless Lakofka was willing to puppet to Russia's demands. Brenton felt that the Austrian alliance would hold and Rumania would be taken as planned. Little or no diplomacy was conducted by the other players during this season.

FALL 1901 :

AUSTRIA (Naus): A Bud-Rum, F Alb-Gre, A Ser S F Alb-Gre. Owns: Bud, Tri, Vie, Rum, Ser, Gre (6). Build 3.
 ENGLAND (McCallum): A Wal-Bel, F Eng C A Wal-Bel, F Nth-Nwy. Owns: Edi, Liv, Lon, Bel, Nwy (5). Build 2.
 FRANCE (Birsan): F Mid-Por, A Mar-Spa, A Bur-Mun. Owns: Bre, Mar, Par, Por, Spa (5).
 GERMANY (Prosnitz): F Den H, A Kie-Hol, A Ruh-Mun. Owns: Ber, Kie, Mun, Den, Hol (5). Build 2.
 ITALY (Beyerlein): A Ven H, A Apu-Tun, F Ion C A Apu-Tun. Owns: Nap, Rom, Ven, Tun (4). Build 1.
 RUSSIA (Ver Floeg): F Bot-Swe, A Gal-Rum, A Ukr-Sev, F Sev-Bla. Owns: Mos, StP, Sev, War, Swe (5). Build 1.
 TURKEY (Lakofka): A Bul S Austrian A Bud-Rum, F Ank-Bla, A Arm-Sev. Owns: Ank, Con, Smy, Bul (4). Build 1.

THE FALL 1901 ORDERS:

AUSTRIA: The move and support into Greece were standard. However, the order of A Budapest to Rumania (supported by Turkish & Bulgaria) was a major surprise apparently concocted by Turkey.

ENGLAND: The convoy into Belgium was a safe move relative to chancing an attack on Brest. The gain of Norway was assured.

FRANCE: Birsan won the gamble to leave Brest open and take Portugal with his fleet. The move of A Burgundy to Munich was less successful, but with the gain of both Portugal and Spain, France would not be hurting in 1902.

ITALY: The continuation of the convoy to Tunis was completed. A Venice would hold until it could profitably intervene in a neighboring conflict.

RUSSIA: Fall was nearly a disaster with the Austrian stab over Rumania. The only gain to be made was the taking of Sweden.

TURKEY: Lakofka had made the best of a bad situation by talking Austria into attacking and taking Rumania with Turkish support. This was a major victory in a series of stand-offs.

THE DIPLOMACY PRIOR TO WINTER 1901:

This diplomacy period was very short (one week) and actually was more concerned with the Spring 1902 orders than the Winter 1901 builds.

Brenton Ver Floeg (Russia) discussed with Italy the changes to be made in possibly fighting both Austria and Turkey. However, the goal was still to separate Lakofka and Naus and handle each individually: i.e., divide and conquer.

Edi Birsan (France) was pushing England to make builds favorable to France. Such builds would be A London and F Edinburgh. At the same time Edi was talking Germany into building a fleet to be used against England.

Eugene Prosnitz (Germany) was still trying to convince Italy to attack France.

Len Lakofka (Turkey) now inquired if Italy might want to change apparent course (Lepanto into Turkey) and hit Austria from the rear.

WINTER 1901:

AUSTRIA(Naus): Builds A Bud, A Tri, A Vie.

ENGLAND(McCallum): Builds A Liv, F Lon.

FRANCE(Birsan): Builds F Bre, A Par.

GERMANY(Prosnitz): Builds A Mun, F Kie.

ITALY(Beyerlein): Builds F Nap.

RUSSIA(Ver Floeg): Builds A StP.

TURKEY(Lakofka): Builds F Con.

THE WINTER 1901 BUILDS:

AUSTRIA: The building of three armies indicated that Naus was now in pursuit of a strong land policy vis a vis Russia and Turkey.

ENGLAND: The building of A Liverpool and F London showed that there might be an Anglo-French alliance in the future.

FRANCE: The fleet in Brest was needed to balance the English fleet in the Channel. The army in Paris would be helpful against either Germany or England.

GERMANY: F Kiel was a concession to possibly gain the French alliance against England--as apparently the English move to Belgium was not welcomed by Germany.

ITALY: F Naples was standard for further development of the Lepanto into Turkish waters.

RUSSIA: This build of A St. Petersburg was unexpected. One would have thought that Russia was in enough problems in the south without devoting its one build to the north.

TURKEY: The addition of F Constantinople would make possible the gain of the Black Sea plus cover Smyrna, Bulgaria, and the Aegean Sea. However, the Italians now had an easy shot at the Eastern Mediterranean.

THE DIPLOMACY PRIOR TO SPRING 1902:

Brenton Ver Floeg (Russia) was heavy with the diplomacy in an attempt

to regain the Austrian alliance in the south. He worked on Germany and Italy to talk Austria back into an alliance with Russia. At the same time he wooed Naus into giving up Rumania to Russia for the gain of Bulgaria. And Brenton even had Iakofka on the line just in case. In the north he was working with Germany for the gain of Norway after an initial stand-off over the Skagerrak (to keep out the English) in the spring.

Eugene Prosnitz (Germany) was falling more into line with the Russian alliance as he saw England and France allying. And he was still pushing Italy to attack France.

Len Iakofka (Turkey) was no longer quite sure what to do with the Austrian monster he had now created. He was still exploring negotiations with Russia, but only on a most elementary level. Better chances lay with getting Italy to put pressure on Austria from behind.

John McCallum (England) was now firmly allied with France and committed himself tactically to battle against Germany and Russia.

Doug Beyerlein (Italy) was riding with the Russian alliance. A strong Austria was a clear menace and it was definitely necessary to split the Austro-Turkish alliance. Apparent commitment to a western attack by Italy would hopefully give Austria the security he would need to hit Turkey. Thus that was the diplomacy used.

No correspondence is on hand for either Hal Naus (Austria) or Edi Birsan (France) for Spring 1902 and therefore their intentions are not known.

SPRING 1902:

AUSTRIA(Naus): A Vie-Tyr, A Tri S A Vie-Tyr, A Rum-Bul, A Ser S A Rum-Bul,
F Gre S A Rum-Bul, A Bud S Russian A Gal-Rum
ENGLAND(McCallum): A Liv-Edi, F Eng-Nth, F Lon S F Eng-Nth, F Nwy S F Eng-Nth,
A Bel S French A Bur-Ruh
FRANCE(Birsan): A Bur-Ruh/r/ (Gas, Pic, d), A Par-Bur, F Bre-Eng, A Spa-Mar,
F Por-Mid
GERMANY(Prosnitz): F Den-Ska, F Kie-Hol, A Hol-Bel, A Mun-Bur, A Ruh S A
Mun-Bur
ITALY(Beyerlein): A Ven H, A Tun-Apu, F Ion C A Tun-Apu, F Nap-Tyr
RUSSIA(Ver Floeg): F Swe-Ska, A StP-Nwy, A Gal-Rum, A Ukr S A Gal-Rum,
F Sev-Bla
TURKEY(Iakofka): F Ank-Bla, F Con S F Ank-Bla, A Bul S Austrian A Rum/a/,
A Arm-Sev

THE SPRING 1902 ORDERS:

AUSTRIA: The attack on Bulgaria came through to the good fortune of Russia--and the bad of Turkey. The move to Tyrolia was quite unexpected and meant possible trouble for either Italy or Germany.

ENGLAND: The support of the French attack on Ruhr definitely sided England with France as did the move from the English Channel to the North Sea.

FRANCE: The attack on Ruhr went poorly as instead Burgundy was lost. However, the rest of the French units continued the deployment and the set back was only minor.

GERMANY: The German attack was beginning to move into full swing. Burgundy was taken from France. Two fleets now bordered the North Sea and Russian cooperation was evident in Scandinavia.

ITALY: The moves were still very non-committal. However, in light of the Austrian move into Tyrolia the convoy back to Apulia was well-timed.

RUSSIA: The diplomacy had paid off. Austria did as told and A Galicia

finally got to Rumania. The Turkish advance would go no further. In the north the positions were now such that Russia could take Norway without trouble and German cooperation would keep England from protesting too strongly.

TURKEY: The Black Sea was now gained and Italy had abandoned the Lepanto--yet with the Austrian attack and capture of Bulgaria things looked bleak.

THE DIPLOMACY PRIOR TO FALL 1902:

This season almost everyone was in agreement: get Austria. With the Spring '02 Austrian moves to Tyrolia and Bulgaria Hal Naus was without a single ally in the east.

Len Lakofka (Turkey) saw that with the simultaneous Austrian stabs of Turkey, Italy and Germany (AA Tyr-Mun possible in F'02) and the past Austrian stab of Russia that Turkey was no longer the diplomatically odd man out. Pursuing that line of attack he worked on both Russia and Italy to combine with Turkey for a three-way attack on Austria. In addition, Len tried to sound out Ver Floeg on the game-long Russo-Turkish alliance proposal again.

Doug Beyerlein (Italy) was upset over the Austrian move to Tyrolia. He contacted both Turkey and Russia regarding tactics to be used against Austria in Fall 1902. To sound out Austria's intentions for the fall now that Venice could not be captured Doug called Naus to learn of Austria's plans. Hal spoke of an attack on Turkey and of his plans to order A Tyrolia to Bohemia and F Greece to the Aegean Sea. With this knowledge (assuming it was true) it was then possible for Beyerlein to coordinate the Russian-Turkish-Italian tactics for the fall season. A comparison of plans (one for the attack in Fall 1902, the other for the attack to begin in Spring 1903) was studied and the decision made to attack Austria in Fall 1902 agreed upon by Ver Floeg, Lakofka, and Beyerlein.

Brenton Ver Floeg (Russia) was watching two fronts develop for Russia. In the south Brenton hoped to maintain the Austrian alliance until Spring 1903 when he would be able to slip an army into Galicia. However, Italian and Turkish tactics versus Austria required Russian participation in the fall. In the north things were beginning to move as Norway would be taken in the fall. Diplomatically Brenton was pushing the line to France that only a French-German-Russian attack on England and then a French-Russian split of Germany would help either France or Russia in the long run.

Eugene Prosnitz (Germany) was worried about the Austrian spring move to Tyrolia with Munich open. Thus he pushed strongly for the Russian-Italian-Turkish attack on Austria. In the north his cooperation with Russia would give Ver Floeg Norway. And it was at this time that Geno made his statement to Ver Floeg that he was in favor of a game-long alliance and would even accept a second place finish. This statement was to later greatly influence events in the game.

Edi Birsan (France) was trying to get back on the diplomatic offensive. A letter went out to England, Italy, and Turkey outlining what was needed to be done to counter the Russian-German-Austrian combination. Playing the other side he also wrote Austria in regards to attacking Munich in exchange for French aid versus Italy. And in a rather long letter (seven pages) wrote to Russia on the philosophy of how they (France and Russia) should handle the west. The letter also gave insight into past English-French-German relations.

Hal Naus (Austria) was briefly communicative as he wrote Italy explaining his move to Tyrolia and Austria's fall plans against Turkey.

There is no record of any correspondence from John McCallum (England) for this season.

FALL 1902:

- AUSTRIA (Naus): A Tyr-Boh, A Tri H, A Bud H, A Ser S A Bul, A Bul S Russian
A Rum/d/, F Gre-Aeg. Owns: Bud, Tri, Vie, Ser, ~~Vie~~, ~~Rum~~ (4). Remove 1.
- ENGLAND (McCallum): A Bel-Bur, A Edi-Hol, F Nth C A Edi-Hol, F Lon S F Nth,
F Nwy S F Nth/r/ (Bar, Nwg, Ska, d). Owns: Edi, Liv, Lon, ~~Bel~~, ~~Nwy~~
 (3). Remove 2.
- FRANCE (Birsan): A Pic-Bel, F Eng S A Pic-Bel, A Par & A Mar S English A Bel-
 Bur, F Mid-Gas. Owns: Bre, Mar, Par, Por, Spa, Bel (6). Build 1.
- GERMANY (Prosnitz): F Den-Nth, A Hol H, F Hel S A Hol, A Ruh-Mun, A Bur-Mun/r/
 (Pic, d). Owns: Ber, Kie, Mun, Den, Hol (5). Constant.
- ITALY (Beyerlein): A Ven-Tyr, A Apu-Ven, F Ion-Gre, F Tyr-Ion. Owns: Nap,
 Rom, Ven, Tun, Gre (5). Build 1.
- RUSSIA (Ver Floeg): A StP-Nwy, F Swe S A StP-Nwy, A Ukr-Gal, A Rum-Ser,
F Sev-Rum. Owns: Mos, StP, Sev, War, Swe, Nwy, Rum (7). Build 2.
- TURKEY (Lakofka): A Arm-Bul, F Bla C A Arm-Bul, F Con S A Arm-Bul. Owns: Ank,
 Con, Smy, Bul (4). Build 1.

THE FALL 1902 ORDERS:

AUSTRIA: For once Naus played it straight, didn't double-cross anyone, and instead got hit by all three of his neighbors. His moves from Greece and Tyrolia opened the door for the Italian attack.

ENGLAND: The attacks on Burgundy and Holland were apparently designed to counter a full Germany attack on Belgium--no matter what the combination of attacking and supporting units. However, in doing so England gave Belgium to France and of course lost Norway to Russia.

FRANCE: Very safe defensive orders and yet Germany was thrown out of Burgundy and France gained Belgium for a build.

GERMANY: The self-stand off to cover Munich may have been necessary by Prosnitz's way of thinking, but it destroyed whatever momentum Germany had just when Russia was starting to move out on England.

ITALY: The move to Tyrolia could have been very risky, as Venice could have been lost to an Austrian attack. But with the capture of Greece also successful Italy was now in an excellent position to further expand in the east.

RUSSIA: The attacks on Serbia and Galicia signaled the end of Austria. In the north Norway was now Russian. And with the gain of Rumania (in the spring) and Norway, Russia was now the strongest country on the board.

TURKEY: The convoy to Bulgaria from Armenia showed that the Turkish-Russian war was now over with as far as Lakofka was concerned.

THE DIPLOMACY PRIOR TO WINTER 1902:

Once again with the winter season only lasting one week only a small amount of diplomacy was conducted during this period.

The most active diplomat was Len Lakofka (Turkey). Back to trying to get a solid alliance he was telling both Russia and Italy what wonders could be accomplished with a Turkish alliance.

Brenton Ver Floeg (Russia) wrote Naus explaining the Russian attack on Austria was because of pressure from Italy and Turkey. Doug Beyerlein (Italy) told Naus that the attack was all Lakofka's ideas. However, Hal Naus (Austria) would believe none of it when he wrote a press release stating that he would throw all of his units at Russia.

Just prior to the winter season Edi Birsan's father died. (Interestingly, another death of one of the players' parents would occur two months later.) This tragedy undoubtedly affected Birsan's diplomacy for a couple of seasons.

WINTER 1902:

AUSTRIA(Naus): Removes F Aeg.
 ENGLAND(McCallum): (Summer '02: F Nwy R Nwg) Removes A Edi, F Lon.
 FRANCE(Birsan): Builds A Bre.
 GERMANY(Prosnitz): A Bur refuses to retreat/d/. Builds A Kie.
 ITALY(Beyerlein): Builds A Nap.
 RUSSIA(Ver Floeg): Builds F StP(nc), A War.
 TURKEY(Lakofka): Builds A Ank.

THE WINTER 1902 BUILDS AND REMOVALS:

AUSTRIA: Removing the fleet was the only sensible removal for Austria.
 ENGLAND: The removal of A Edinburgh was expected, but not of F London. It would have been much better to remove A Burgundy and keep F London.
 FRANCE: The build of A Brest was a safe one. The new army could either be used against Germany or convoyed into England for a well-timed stab.
 GERMANY: The build of an army in Kiel was difficult to understand, except for the fact that it could support A Ruhr to Munich in Spring 1903 and the support could not be cut.
 ITALY: A Naples was designated for the Balkans via a convoy into Albania. This would allow for development of a third Italian army on the Austrian front.
 RUSSIA: F St. Petersburg (north coast) was headed for England. A Warsaw could be useful against the Austrians and Turks.
 TURKEY: The new army in Ankara would be needed for the Balkans if Turkey wanted some security for Bulgaria and future gains.

THE DIPLOMACY PRIOR TO SPRING 1903:

Alliance shifting, marked by periods of great diplomatic activity, was beginning to diminish as alliances stabilized and attacks were pursued. However, there were still a number of stabs in the works.

With the English removal of F London, Edi Birsan (France) was now faced with the golden opportunity for an attack on England. On this matter he again sounded out Russia as to attack possibilities and joint operations against both England and Germany. Plus Edi was still playing with the idea of getting someone--anyone--to attack Munich.

Russia was finally starting to prosper from all of the diplomacy Brenton Ver Floeg had conducted. The Austrian attack was now a clean up campaign as long as both Turkey and Italy behaved. And just to make sure they did, Brenton kept open alliances with both Lakofka and Beyerlein. No reason to leave anything to chance. The northern attack was going just as well. Ver Floeg told Birsan that the Russian Spring 1903 orders in the north (F Swe-Ska, A Nwy-Fin, StP(nc)-Nwy--all suggested by Prosnitz) were a sign of Russia's willingness to attack both England and Germany.

Len Lakofka (Turkey) refused to give up and continued to plug away at getting a real alliance with either Russia or Italy.

Doug Beyerlein (Italy) worked out with Ver Floeg the set of orders needed for Russia, Turkey, and Italy to eliminate Austria in 1903. These tactics were quickly agreed upon by Russia and Turkey.

Gene Prosnitz (Germany) was still pressing Italy to attack France. The other two players were rather quiet this season.

SPRING 1903:

AUSTRIA(Naus): A Boh-Gal, A Bud S A Boh-Gal, A Tri-Vie, A Ser S Turkish A Bul-Rum/d/

ENGLAND(McCallum): F Nwg S F Nth, F Nth H, A Bul-Ruh/r/ (Gas, d)

FRANCE(Birsan): A Bel S English A Bur-Ruh, F Eng S A Bel, A Bre-Pic, A Par-Bur, A Par S A Par-Bur, F Gas-Mid

GERMANY(Prosnitz): F Den-Nth, F Hel S F Den-Nth, A Hol-Bel, A Ruh-Bel, A Kie-Mun

ITALY(Beyerlein): A Tyr S Russian A Gal-Vie, A Ven-Tri, A Nap-Alb, F Ion C A Nap-Alb, F Gre S A Nap-Alb

RUSSIA(Ver Floeg): F StP(nc)-Nwy, A Nwy-Fin, F Swe-Ska, A Gal-Vie, A War-Gal, A Rum S Turkish A Bul-Ser, F Sev S A Rum

TURKEY(Lakofka): A Bul-Ser, A Ank-Bul, F Ela C A Ank-Bul, F Con-Aeg

THE SPRING 1903 ORDERS:

AUSTRIA: Naus did as he said and devoted his whole defense to stopping the Russian attack. However, by publicly saying so before the season he allowed his enemies to take advantage of this knowledge.

ENGLAND: The support of F North Sea and attack on Ruhr were very weak orders. It was at this time in the autumn of 1902 that McCallum was losing interest in the game of Diplomacy--and it was beginning to show on the board.

FRANCE: It was quite definite that Birsan was waiting for the fall to make his march on London.

GERMANY: Prosnitz was attempting to get back on the offensive, but the German position made it near impossible to do so quickly.

ITALY: The development of the attack on Austria was right on schedule.

RUSSIA: With Italian cooperation Vienna was captured and there was an excellent chance to take Budapest in the fall. The realignment of units in the north went smoothly and without interference.

TURKEY: With the gain of Serbia and the move into the Aegean Sea it was going to save Turkey from an early elimination.

THE DIPLOMACY PRIOR TO FALL 1903:

This season the three major diplomats--Lakofka, Birsan, and Ver Floeg--were all writing each other on the strategic need to kill Italy next. Both Lakofka and Birsan saw the quick gain of Italian centers (through a three-way attack) as possible cures to their countries' ailments. However, one of the three, Ver Floeg, actually had his eye fixed on other gains and in fairly quick succession he planned to deal with Turkey and then France.

The set-up of Turkey primarily involved getting Lakofka to attack Greece with the support of A Bulgaria. Ver Floeg sent Beyerlein a fake letter (of which a copy went to Lakofka) saying how it would be best to advance the fleets against Turkey and use A Albania in the attack on Trieste. Thus Greece would not be supported and Turkey could take it. However, as Ver Floeg and Beyerlein set up the plan there was little difficulty in ordering the correct counter-attack so that Greece would not be lost and in addition the Aegean Sea would be gained. Also, by ordering A Rumania to Budapest and F Sevastopol to Rumania, Sevastopol would then be open for a build. Perhaps a fleet?

Outside of the Balkans, Birsan was about to do England in. Edi also wanted help against Germany and was trying to push either Italy or Russia into aiding in an attack.

FALL 1903:

AUSTRIA(Naus): A Tri H/d/, A Bud H/d/, A Gal H. Ows: ~~Bud, Tri, Vie, Ber~~
(0). Out.

ENGLAND(McCallum): (Su03: A Bur/d/). F Nwg S F Nth, F Nth S F Nwg/r/
(Edi, Yor, d). Ows: Edi, Liv, ~~Lof~~ (2). Constant.

FRANCE(Birsan): F Mid-NAT, A Bel-Lon, F Eng C A Bel-Lon, A Bur-Bel, A Pic S
A Bur-Bel, A Mar-Bur. Ows: Bre, Mar, Par, Por, Spa, Bel, Lon (7).
Build 1.

GERMANY(Prosnitz): F Hel-Nth, F Den S F Hel-Nth, A Hol-Bel, A Ruh-Bel,
A Mun-Bur. Ows: Ber, Kie, Mun, Den, Hol (5) Constant.

ITALY(Beyerlein): A Tyr-Tri, A Ven S A Tyr-Tri, A Alb S F Gre, F Ion-Aeg,
F Gre S F Ion-Aeg. Ows: Nap, Rom, Ven, Tun, Gre, Tri (6). Build 1

RUSSIA(Ver Ploeg): F Nwy-Nwg, F Ska-Nwy, A Fin S F Ska-Nwy, A War-Gal,
A Rum-Bud, A Vie S A Rum-Bud, F Sev-Rum. Ows: Mos, StP, Sev, War,
Swe, Nwy, Rum, Bud, Vie (9). Build 2.

TURKEY(Lakofka): A Ser S Russian A Rum-Bud, F Ela S Russian F Sev-Rum,
F Aeg-Gre/r/ (Con, Smy, Eas), A Bul S F Aeg-Gre. Ows: Ank, Con, Smy,
Bul, Ser (5). Build 1.

THE FALL 1903 ORDERS:

AUSTRIA: Naus knew that he was dead and therefore didn't both to put up a fight. Thus all three armies held.

ENGLAND: Blind trust and a lack of interest did the English in as the French stab took London and Germany finally gained the North Sea.

FRANCE: Edi was finally on the move again with the moves into London and the North Atlantic Ocean. However, he was racing some very tough opposition and it was a gamble for all or nothing.

GERMANY: Finally a real gain was made and the North Sea taken. The land attack against France was still disorganized however.

ITALY: The attack on Austria was now completed and the Turkish battle just beginning. The set-up and gain of the Aegean Sea would certainly help.

RUSSIA: Right on schedule as Vienna and Budapest were gained this year. Excellent attack possibilities versus Turkey and England now existed.

TURKEY: Though with the gain of Serbia and thus a build, Turkey was caught in a wedge of Italian and Russian units. Would Len be able to talk his way out of this one?

THE DIPLOMACY PRIOR TO WINTER 1903:

This winter season nothing much happened on the diplomatic front. Lakofka was worried over not gaining Greece and losing the Aegean Sea in the fall. He suspected that Ver Ploeg tipped off Beyerlein on the Turkish orders for the fall. However, he was still pushing for a Turkish-Russian alliance with Brenton. The key to that alliance forming or not, so thought Lakofka, was tied to his demand that Russia not build in Sevastopol. As a standard threat, he told Ver Ploeg that Turkey would let Italy take all of the Turkish centers in the aftermath of a Russian stab. To cover all eventualities, Lakofka also wrote Beyerlein with a warning of the consequences of Italy building a fleet in Naples.

Edi Birsan, in a letter to Walt Buchanan, saw the end game as a battle for victory between Russia and France. Italy and Germany would be minor powers trapped between the two giants in their struggle--or so Edi thought.

WINTER 1903:

ENGLAND(McCallum): F Nth refuses to retreat/d/. Builds A Liv.
 FRANCE(Birsan): Builds F Bre.
 GERMANY(Prosnitz): Constant.
 ITALY(Beyerlein): Builds F Nap.
 RUSSIA(Ver Floeg): Builds F StP(nc), A Mos.
 TURKEY(Lakofka): F Aeg R Eas. Builds F Smy.

THE WINTER 1903 BUILDS AND REMOVALS:

AUSTRIA: The last army, in Galicia, was removed. Austria was dead.

ENGLAND: With the refusal to retreat A Burgundy during the spring retreat season and another refusal during the fall, England was able to build an army in Liverpool. This might temporarily slow down the French attack, but really it was just too little, too late.

FRANCE: A third fleet was built (again in Erest). As the combined strength of the German and Russian fleets in the northern waters would soon reach five, it was of utmost importance that France has a minimum of three.

GERMANY: Constant--which is bad if everyone else is building.

ITALY: The new fleet in Naples meant that there was to be no peace in the southeast. As long as France and Russia stayed at least neutral there would be no real difficulty in defeating Turkey.

RUSSIA: Another fleet for the north and apparent appeasement of Turkey by building in Moscow and not Sevastopol. This tactic would allow Turkey to believe that he would have enough security to bring all of the Turkish units into the battle against Italy. Then Russia could easily slip into the Turkish centers without a fight--if all went well.

TURKEY: The retreat to the Eastern Med and the build of F Smyrna would provide a fair defense, but all that would help Turkey now would be a shift in alliances.

THE DIPLOMACY PRIOR TO SPRING 1904:

With the beginning of the holiday season (Thanksgiving) and college finals the diplomacy prior to spring was sparse.

Len Lakofka thought that he finally had the Russian alliance--a long sought after dream. He advised Ver Floeg on tactics versus Italy and warned Beyerlein that any further attacks on Turkey would mean war. It was to be war, but hardly to his liking.

Brenton Ver Floeg was busy setting up stabs. Through some tactical blundering during the past game year (i.e., putting his fleets in Norway and the Skagerrak instead of Norway and the Barents Sea) he needed French support from North Atlantic to take the Norwegian Sea in the spring. So, in exchange for the French support, he told Birsan that Russia would be attacking Germany this year. The lies to Lakofka were for greater gain. For Lakofka to cover the Italian sea attack Len would have to send F Black Sea to Constantinople. That would leave the Black Sea open for Russian F Rumania to wander in if it so desired. Combine that move with Russian armies to Rumania and Sevastopol and an Italian attack on Serbia and Turkey's days were definitely numbered.

Doug Beyerlein, in addition to pushing the attack on Turkey, had now decided it was time to get France. Rumor had it that Birsan would soon be moving a fleet and an army towards Italy. Whether or not this was true, it was vital to Beyerlein's expansion plans that the French-Italian war take place on French, not Italian soil. The moves to the Tyrrhenian Sea and Piedmont would insure this. The Russian-Italian master plan called for the

board to be equally divided: 17-17. This would require Italy to gain Serbia, Bulgaria, and Smyrna in the east and Iberia, France, the Low Countries, and Munich in the west. With such a large task ahead, the attack on France could wait no longer.

SPRING 1904:

ENGLAND: A Liv-Edi, F Nwg-Edi/r/ (Bar, Cly, d)
 FRANCE: F Nat S Russian F Nwy-Nwg, A Lon-Yor, F Eng-Nth, A Bel-Bur, A Pic
 S A Bel-Bur, F Bre-Mid, A Mar-Gas
 GERMANY: F Den-HeL, A Hol-Bel, F Nth S A Hol-Bel, A Mun-Bur, A Ruh S A Mun-Bur
 ITALY: A Ven-Pie, F Nap-Tyr, A Tri-Ser, A Alb S A Tri-Ser, F Aeg-Bul(sc)
 (R Ion by orders), F Gre S F Aeg-Bul(sc)
 RUSSIA: F Nwy-Nwg, F Ska S German F Nth, A Fin-Swe, F StP(nc)-Nwy, A Mos-Sev,
 A War-Gal, F Rum-Bla, A Bud-Rum, A Vie-Bud
 TURKEY: F Bla-Con, F Smy-Aeg, F Eas S F Smy-Aeg, A Ser-Gre/d/, A Bul S A
Ser-Gre

THE SPRING 1904 ORDERS:

ENGLAND: The self-off over Edinburgh was probably as good as anything England could do.

FRANCE: A strange set of orders, but with a purpose. The moves to Gascony and the Mid-Atlantic Ocean were all part of a convoy (FA Gas-Bel) and support into Belgium in the fall if the Germans were to capture it in the spring. Some excellent guessing by Edi over Belgium and Burgundy managed to hold them both. However, France did make a mistake in supporting the Russians into the Norwegian Sea as Ver Floeg had no intention of attacking Germany--yet.

GERMANY: Poor tactical moves including F Denmark to the Helgoland Bight, Gene was known to be a tactical expert (as were Len, Doug, and Hal), but he sure outfoxed himself that time.

ITALY: Everything went as expected--including the loss of the Aegean Sea. It was only a matter of time before the death of Turkey.

RUSSIA: The suckering of France had worked in the north with the gain of the Norwegian Sea. And the southern attack went like clockwork. The Black Sea was taken without a battle and Turkey caught in a corner with all of the Turkish units facing Italy.

TURKEY: Despite all of the diplomatic effort, the Russian stab meant the end of Turkey. There would be no hope.

THE DIPLOMACY PRIOR TO FALL 1904:

Brenton Ver Floeg really turned on the diplomacy this season by writing nine letters and making numerous phone calls to the other players in the game. He told McCallum to retreat English F Norwegian Sea to Clyde and then have it support A Liverpool against the French attack. He told Edi that Russian F Norwegian Sea would cut the English support of Liverpool--but was actually lying. Brenton also told Rirsan that Russia would attack Germany and take Denmark this fall: another lie. Following Prosnitz's suggestion, a Russian fleet would be taking the North Sea so that German F North would have the option to retreat to an open French or English supply center. Gene wanted Russian F Skagerrak to make the move, but Brenton talked him into sending in F Norway instead so that A Sweden could move to Norway and then be convoyed into Clyde.

Russia's southern front was going just as nicely as the north. Even with the rejection of Lakofka's offer to puppet to Russia in return for

survival there would be no real problems with making additional gains against Turkey. In any case, Brenton was really rolling towards victory.

Edi Birsan was still pushing hard for Russia to attack Germany. But now he also had to handle the Italian threat in the south. That was about the last thing he needed.

Gene Prosnitz had worked out how he could use the forced retreat to advance into a supply center. A supported Russian attack on the German fleet in the North Sea would dislodge the fleet, forcing it to retreat. And with a choice of retreats hopefully either London or Edinburgh would be open. Considering how long Germany had been without a gain of a center the tactic was well worth the potential problem of having the Russians in the North Sea.

Len Lakofka, as previously mentioned, was still trying hard. He offered Ver Ploeg complete use of the Turkish forces in exchange for survival. Yet he was doomed to elimination because Russia had no need for him against Italy. When the time came there would be sufficient Russian units to do the job.

Doug Beyerlein only carried on a minimum of diplomacy as his mother died during this season. He gave Prosnitz credit for suggestion the move against France in response to Birsan's query. Actually that was only a convenient excuse as the attack had been long planned.

FALL 1904:

ENGLAND (McCallum): (Su '04: F Nwg R Cly). F Cly-Edi, A Liv S F Cly-Edi/r/ (Cly, Wal, d). Owns: Edi, ~~Liv~~ (1). Remove 1.

FRANCE (Birsan): F NAT-Liv, A Yor S F NAT-Liv, F Eng S A Bel, A Pic S A Bel, A Bel S German A Mun-Ruh (nso), A Gas-Mar, F Mid-Wes. Owns: Bre, Mar, Par, Spa, Por, Bel, ~~Liv~~, Liv (7). Constant.

GERMANY (Prosnitz): F Hel-Den, F Nth-Eng (R Lon by orders), A Ruh-Bel, A Hol S A Ruh-Bel, A Mun-Bur. Owns: Ber, Kie, Mun, Den, Hol, Lon (6). Build 1.

ITALY (Beyerlein): F Tyr-Wes, A Pie H, A Ser S Russian A Rum-Bul, A Alb S A Ser, F Gre-Aeg, F Ion-Aeg. Owns: Nap, Rom, Ven, Tun, Gre, Tri, Ser (7). Build 1.

RUSSIA (Ver Ploeg): F Nwg-Nat, F Nwy-Nth, F Ska S F Nwg-Nth, A Swe-Nwy, A Sev-Arm, F Bla-Ank, A Rum-Bul, A Gal-Rum, A Bud S A Gal-Rum. Owns: Mos, StP, Sev, War, Sve, Nwy, Rum, Bud, Vie, Bul, Ank (11). Build 2.

TURKEY (Lakofka): A Bul-Smy, F Aeg C A Bul-Smy, F Eas S F Aeg, F Con S Russian A Sev-Bul (nso). Owns: Con, Smy, ~~Bul~~, ~~Bul~~, ~~Ank~~ (2). Remove 2.

THE FALL 1904 ORDERS:

ENGLAND: McCallum did not order the support of Liverpool and lost it despite Ver Ploeg's information. Apparently the postal service was the culprit.

FRANCE: Edi was trying hard and managed to stay even, but against the combined attack of Germany, Russia, and Italy he had little hope.

GERMANY: After too many seasons of stagnation Germany was finally moving again. Burgundy was gained. The forced retreat tactic picked up London. And Germany would have a build.

ITALY: Nothing was gained in the fall, but a build was due by taking Serbia in the spring. That would place added pressure on France in 1905.

RUSSIA: Nothing could go wrong. Ankara and Bulgaria were taken. The North Sea was now Russian. Even the move into the North Atlantic Ocean succeeded.

TURKEY: Down to two centers. Hope may spring eternal--but not supply centers.

THE DIPLOMACY PRIOR TO WINTER 1904:

Winter 1904 was very quiet as it occurred between Christmas and New Year's Day. Brenton Ver Floeg was the only one to write. He tried to explain to Birsan the stab of France in such a manner to remove the emotional sting. This is a rather standard tactic, though greatly refined by Ver Floeg, employed by the stabber when there is a chance that the victim may be needed later in the game or may be met again on another field of battle. Every little bit helps.

WINTER 1904:

ENGLAND(McCallum): (Au '04: A Liv R Wal) Removes F Edi.
 FRANCE(Birsan): Constant.
 GERMANY(Prosnitz): Builds A Mun.
 ITALY(Beyerlein): Builds F Nap.
 RUSSIA(Ver Floeg): Builds F StP(nc), A Mos.
 TURKEY(Lakofka): Removes F Con, A Smy.

THE WINTER 1904 ADJUSTMENTS:

ENGLAND: No real idea why he retreated to Wales and then removed F Edinburgh.
 FRANCE: Constant--but not for long.
 GERMANY: The addition of A Munich would help in the attack on France. However, it might even be more valuable in the defense of the homeland.
 ITALY: The new fleet would help in the attack on France.
 RUSSIA: The building of F St. Petersburg (north coast) and A Moscow was not hostile to either of Russia's allies: Germany and Italy. However, one wonders just what was planned for the new units.
 TURKEY: The removals of F Constantinople and A Smyrna was Turkey's way of pleading for survival against Italy.

THE DIPLOMACY PRIOR TO SPRING 1905:

For one reason or another the diplomatic front stayed fairly quiet. Edi Birsan was trying to convince Beyerlein that Italy's only success lay with helping France against Germany and Russia. Beyerlein in return told Edi that he would not attack the Western Med nor support the Germans into Marseilles. In addition, Doug told of the Russian attacks on the Mid-Atlantic and the English Channel in the hope that Edi would stop the northern attack and concentrate less on the south.

Lakofka in a parting letter told Ver Floeg that Russia could decide the fate of the remaining two Turkish centers. And if Turkey was allowed to live it would do whatever Russia commanded.

In comments to Walt Buchanan, Brenton Ver Floeg decided to stay with the Italian alliance until he was assured that a stab would produce a win. If only Beyerlein knew!

SPRING 1905:

ENGLAND(McCallum): A Wal-Liv
 FRANCE(Birsan): F Liv-Wal, A Yor-Lon, A Bel-Gas, F Eng and F Mid C A Bel-Gas, A Pic-Par, A Mar-Bur
 GERMANY(Prosnitz): F Den-Nth, F Lon S Russian F Nth-Eng, A Hol-Bel, A Ruh S A Hol-Bel, A Bur-Par, A Mun-Bur

ITALY(Beyerlein): A Pie-Mar, F Tyr-Iyo, F Nap-Tyr, A Ser-Bul, A Alb-Ser,
F Gre-Aeg, F Ion S F Gre-Aeg
 RUSSIA(Ver Floeg): F Nat-Mid, F Nth-Eng, F StP(nc)-Bar, A Nwy-Fin, F Ska-Nwy,
 A Mos H, A Bud H, A Rum S Italian A Ser-Bul, A Bul-Con, F Ank S A Bul-
 Con, A Arm H
 TURKEY(Lakofka): F Aeg S F Eas, F Eas S F Aeg

THE SPRING 1905 ORDERS

FRANCE: With knowledge of what Germany and Russia would probably try, Edi made some excellent moves. The convoy to Gascony from Belgium strengthened the center of the French line. It also added support against the Italian assault.

GERMANY: Belgium was gained, but that was the only advance.

ITALY: Bulgaria was gained in the east with Russian help and cooperation. With a fleet in the Gulf of Lyon now, Marseilles could be hit with a supported attack.

RUSSIA: No advancement of the front in the north was made. Just the opposite was true in Turkey where it all could be gained--but it would be shared.

TURKEY: By blocking the sea approach to Turkey, Lakofka hoped that Russia would either take it all (and teach Beyerlein a lesson) or let Turkey live.

THE DIPLOMACY PRIOR TO FALL 1905:

The amount of diplomacy was rapidly decreasing as the game headed towards conclusion. Edi was giving it another try (good diplomats never give up) with letters to Ver Floeg and Beyerlein. He needed either for Brenton to attack Germany or Doug to march eastward and leave France alone. Beyerlein informed Ver Floeg of the needed tactics to divide and conquer Turkey this season plus mentioning the need to strike down Germany in 1906. And to Edi, Doug wrote saying that he did not plan to let Ver Floeg win, but the destruction of France was required.

FALL 1905:

ENGLAND(McCallum): A Wal-Liv, Owns: Edi (1) Constant.

FRANCE(Birsan): F Liv-Wal, F Eng-Lon, A Yor S F Eng-Lon, F Mid-Nat, A Pic-Par,
A Gas-Bur, A Mar-Spa, Owns: Bre, Par, Por, Spa, Liv, ~~Wal~~, ~~Bel~~ (5).
 Removes 2.

ITALY(Beyerlein): A Pie-Mar, F Iyo S A Pie-Mar, F Tyr-Wes, A Bul-Con, A Ser-
 Bul, F Gre-Aeg, F Ion-Eas. Owns: Nap, Rom, Ven, Tun, Tri, Ser, Gre,
Bul, Con, Mar (10). Builds 3.

RUSSIA(Ver Floeg): F Nat S English A Wal-Liv, F Nth S German F Lon, F Nwy-Nwg,
 A Fin-Nwy, F Bar H, A Mos H, A Bud H, A Rum S Italian A Ser-Bul, F Ank
 S Italian A Bul-Con, A Con-Sny, A Arm S A Con-Sny. Owns: Mos, StP,
 Sev, War, Swe, Nwy, Vie, Bud, Rum, Ank, ~~Bel~~, Sny (11). Constant.

TURKEY(Lakofka): F Aeg-Sny, F Eas S F Aeg-Sny. Owns: ~~Bel~~, ~~Bel~~ (0). Out.

THE FALL 1905 ORDERS:

FRANCE: The tactics were all there but not the odds. Marseilles and Belgium were lost. Just to stay constant was now impossible.

GERMANY: The attack on Gascony was to assure that the Italians could take Marseilles. The rest of the German land attack (or lack of it) showed

Prosnitz to be very cautious even in the face of a dying France.

ITALY: This was Italy's best year with the gain of three centers. The Turkish attack was now finished and the first gains were made in France.

RUSSIA: Growth limitations had caught up with Russia this year. Advances and gains were made against Turkey, but these were offset by giving Bulgaria to Italy as per agreement. No gains, other than moving into the Norwegian Sea, were made in the north. It was almost as if Russia was pausing for a moment's rest before making that last dash to victory.

TURKEY: Iakofka's last tactical trick was foiled by the Italians attacking both Turkish fleets so that neither could give support to the other to stand-off the Russian move to Smyrna.

WINTER 1905:

ENGLAND (McCallum): Constant.

FRANCE (Birsan): Removes F Liv, F Eng.

GERMANY (Prosnitz): Builds A Kiel.

ITALY (Beyerlein): Builds F Nap, A Rom, A Ven.

RUSSIA (Ver Floeg): Constant.

THE WINTER 1905 ADJUSTMENTS:

These winter orders were taken with the Fall 1905 orders and thus there was no diplomacy period.

FRANCE: The removal of the two northern fleets showed that Birsan was preparing for the defense of his homeland. That was now his main concern.

GERMANY: A Kiel, like A Munich built last year, would most likely never get into the French conflict, but it could be useful in the defense of the homeland and Denmark.

ITALY: The three Italian builds gave Beyerlein a number of alternatives on how he wished to employ them. Such a decision could affect the outcome of the game.

RUSSIA: Constant--but then Russia was hardly hurting for units.

THE DIPLOMACY PRIOR TO SPRING 1906:

The set-up of Germany was in progress. In the fall the Russian stab of Germany would finally come--although too late to give France any relief. Tactical considerations between Ver Floeg and Beyerlein now dealt with this set-up and stab. The Russian units in the Balkans would now slide westward along the Russian-Italian common boundary. The Russian northern units would get into position along with A Moscow to Warsaw.

Beyerlein would move the new armies forward into Trieste and Venice. A Marseilles would support German A Burgundy to Gascony to help break up the French line. Spain would then be easier to capture in the fall. And when the time came to drive into northern France, German-French divisiveness would doom any common defense. The Italian tactics in the coastal waters off of Turkey would be more than slightly confusing in the spring. F Greece would take the Aegean Sea. F Eastern Mediterranean would attack Smyrna with support from A Constantinople. The only problem was that there was no F Eastern Med--the fleet was in the Ionian Sea. This fake attack would accomplish two things: 1) to Germany it would appear that Russia and Italy were fighting and therefore Germany should also strike against Russia, and 2) with fleets in the Aegean, Ionian, Tyrrhenian (F Nap-Tyr), and Western Mediterranean, A Constantinople could be conveyed to Spain in the fall.

SPRING 1906:

ENGLAND (McCallum): A Wal-Liv
 FRANCE (Birsan): A Yor-Lon, F Mid-Eng, A Gas-Bur, A Par S A Gas-Bur, A Spa-Mar
 GERMANY (Prosnitz): F Den-Nth, F Lon S Russian F Nth-Eng, A Bel-Pic, A Kie H,
A Bur-Gas, A Ruh-Bur, A Mun S A Ruh-Bur
 ITALY (Beyerlein): A Mar S German A Bur-Gas, F Lyo-Spa (sc), F Wes-Mid, A Ven-
Tri, A Rom-Ven, F Nap-Tyr, F Eas-Sny (nsu) (F Ion /h/), A Con S F Eas-
Sny, A Bul-Ser, F Gre-Aeg
 RUSSIA (Ver Ploeg): F Nat-Liv, F Nth-Eng, A Nwy-Cly, F Nwg C A Nwy-Cly, F Bar-
Nwy, A Mos-War, A Bud-Vie, A Rum-Bud, A Sny-Con, F Ank H, A Arm-Sev

THE SPRING 1906 ORDERS:

FRANCE: Excellent tactics again. One almost wonders if somebody was telling Edi what the other players would be doing.

GERMANY: Picardy was gained, but nothing else. If nothing else this German attack shows the difficulties in trying to push an attack through the narrow, two province German-French border. Without plentiful aid from the flanks it is almost always doomed to failure.

ITALY: The eastern tactics went as planned. The west did not fair as well.

RUSSIA: Liverpool nor the English Channel were gained, however, the convoy to Clyde and the general shifting of units into new holding patterns against Germany went smoothly.

THE DIPLOMACY PRIOR TO FALL 1906:

Everything was set to go against Germany. Birsan had agreed to vacate Spain and support Russian F North Sea to London. In exchange Beyerlein promised not to attack Gascony. With French A Gascony supporting A Paris, the German attack would fail. Beyerlein's convoy would be ready to go--although it later turned out to be one of the worst moves Italy could have made. Ver Ploeg was definitely ready for the fall. He would gain the most from this stab--as he had from all previous ones and would from the last stab of the game.

FALL 1906:

ENGLAND (McCallum): A Wal-Liv. Owns: ~~Edi~~ (0). Out.
 FRANCE (Birsan): A Yor S Russian F Nth-Lon, A Spa-Bre, F Mid C A Spa-Bre,
A Par S A Spa-Bre, A Gas S A Par. Owns: Ere, Par, Por, ~~Edi~~ (3).
 Removes 2.
 GERMANY (Prosnitz): F Den-Nth, A Kie-Hol, A Bur-Par, A Pic S A Bur-Par, A Ruh-
Bur, A Mun S A Ruh-Bur, F Lyo-Yor (R Eng). Owns: Ber, Kie, Mun, Den,
 Hol, Bel, ~~Edi~~ (6). Removes 1.
 ITALY (Beyerlein): A Con-Spa, F Aeg C A Con-Spa, F Ion C A Con-Spa, F Tyr C
A Con-Spa, F Wes C A Con-Spa, A Mar S A Con-Spa, F Lyo S A Con-Spa,
A Ven-Pie, A Tri-Tyr, A Ser-Tri. Owns: Nap, Rom, Ven, Tun, Tri, Ser,
 Gre, Bul, Con, Mar, Spa (11). Builds 1.
 RUSSIA (Ver Ploeg): A Cly-Liv, F Nat S A Cly-Liv, F Nwg-Edi, F Nth-Lon,
F Nwy-Swe, A War-Pru, A Vie-Boh, A Bud H, A Sev-Ukr, F Ank-Bla, A Sny-
Ank. Owns: Mos, StP, Sev, War, Swe, Nwy, Vie, Bud, Rum, Ank, Sny,
Edi, Liv, Lon (14). Builds 3.

THE FALL 1906 ORDERS:

FRANCE: Again excellent tactics, although this time it was very easy to understand why.

GERMANY: Caught completely unaware by the stab, Germany was now in a very poor position to resist further attacks.

ITALY: On the surface there was nothing wrong with the Italian orders. But, as events would later show, Italy moved from an excellent defensive position vis a vis Russia to a fatally poor one.

RUSSIA: Poetry in motion as Russia swept in to pick up all three of the English centers (gaining one each from England, France, and Germany). The moves in the east were also designed with an obvious (with 20-20 hindsight) purpose in mind.

WINTER 1906:

FRANCE(Birsan): Removes A Yor, A Gas.

GERMANY(Prosnitz): Removes F Eng.

ITALY(Beyerlein): Builds A Ven.

RUSSIA(Ver Floeg): Builds F StP(sc), A War, A Los.

THE WINTER 1906 ADJUSTMENTS:

Once again winter was combined with the fall deadline.

FRANCE: The removal made of the two armies needed for France's defense against Germany signalled a fight to the finish against Birsan's eastern neighbor.

GERMANY: With the removal of the retreating fleet, Germany was prepared to stop the Russian and Italian attacks. But it would not matter.

ITALY: Another army for either west or east.

RUSSIA: The Russian giant had more units than he needed. However, a few extra wouldn't hurt.

THE DIPLOMACY PRIOR TO SPRING 1907:

In many ways the fate of the game hinged on this season. Ver Floeg had now literally stabbed everyone on the board except Beyerlein. If Beyerlein decided to attack the Russian bear in the spring it would be a long, hard, and nasty fight before anyone won this game.

Ver Floeg was out in force explaining his stabs to Prosnitz and Birsan (remember Russia took French-owned Liverpool in the fall) and hoping for forgiveness. To Beyerlein he was sensitive in not provoking an Italian attack. Russia would be supporting Italian A Tyrolia to Munich in the spring to help Italy grow.

Prosnitz had finally come alive diplomatically. He asked Ver Floeg to halt the attack on Germany so that he could first eliminate France before losing to Russia. Gene wrote Beyerlein with an excellent plan for Italy to stab Russia this season. Movement to Serbia, Trieste, Vienna, Tyrolia, Smyrna, and Greece would take Vienna, Budapest, and Smyrna by the fall. Italy would gain and Russia lose.

Beyerlein, down with a cold, wasn't much in the mood for diplomacy, but looked over Prosnitz's plan. It would most likely catch Ver Floeg off guard and succeed. However, as stated in a letter to Walt Buchanan, Doug had four reasons for not attacking Ver Floeg.

They were:

"1. Brenton and I have been allied from the beginning and have eliminated Austria and Turkey. With the destruction of Turkey, Russia had more than an excellent chance to stab me and did not. I feel that I owe him that much in return.

"2. I think that the accomplishment of the two-way draw will show that a good player does not always have to stab to get ahead. Also I have used and shown in numerous cases that the diplomacy a player employs is much stronger than the units on the board.

"3. Even if I did attack Ver Floeg, I might find Prosnitz changing sides and allying with Russia against me.

"4. In the course of the game Ver Floeg has become more than just another good player but a very good friend and as his involvement with the game of Diplomacy is becoming less and less I do not wish to cheat him out of the two-way victory that he deserves."

SPRING 1907:

FRANCE(Birsan): A Bre S A Par, A Par S A Bre, F Mid-Gas

GERMANY(Prosnitz): F Nth-Eng, A Hol-Kie, A Mun-Ber/a/, A Bur-Gas, A Ruh-Bur,
A Pic S A Ruh-Bur

ITALY(Beyerlein): A Spa-Gas, A Mar-Bur, A Pie-Mar, A Tyr-Mun, A Ven-Tyr,
F Lyo-Spa(sc), F Wes-Mid, F Tyr-Wes, F Ion-Tun, F Aeg-Gre

RUSSIA(Ver Floeg): F Nat-Nwg, F Edi-Nth, F Lon S F Edi-Nth, A Liv-Yor,
F Swe-Den, F StP(sc)-Bot, A Mos-StP, A Pru-Ber, A War-Sil, A Boh
S Italian A Tyr-Mun, A Ukr-Gal, A Bud H, A Ank-Sev, F Bla C A Ank-Sev

THE SPRING 1907 ORDERS:

FRANCE: Edi continued to hold out against some pretty rough attacks. However, it was quite possible that Ver Floeg was informing him of the Italian orders.

GERMANY: Some attempt was made to stop the Russians, but the move of German F North Sea to the English Channel showed that Prosnitz was still obsessed with killing France.

ITALY: Except for the badly made attack in France, the Italians did about as planned.

RUSSIA: Everything was ready for the fall.

THE DIPLOMACY PRIOR TO FALL 1907:

This was it: the end. From numerous letters I (if you will allow me to slip back into the first person) received from Prosnitz and Birsan, I was beginning to feel the probability of a Russian stab increasing. I had trusted Ver Floeg--but realistically one can never trust an ally when such a tempting victory is so close. Blind, as all too trusting victims are, I could not see the obvious. Now it was too late to rectify my error--or was it? The evening prior to the Fall 1907 deadline I studied the situation. Then, as I wrote to Walt Duchanan, before learning of the stab:

"I decided that if I thought that Gene and I could stop Russia I would change sides and attack Ver Floeg this season. I figured that Fall '07 will decide the outcome of this game. If Brenton does as I asked then the draw is probably guaranteed. However, if he attacked me this turn and if Germany and I were prepared for the attack then what would the final ending be? This

would govern whether or not I would try for the stab or meekly continue to play along in hope of the tie. Well, I ran the whole mess forward and backward at least twice and came up with the following conclusion. If Russia were to attack Italy and Germany this turn and those two countries were prepared for that attack, Russia would not win in 1907. However, we could not stop him from winning in 1908. This is basically because of the strength of the Russians in the north and the open availability of Italian supply centers in the Balkans that cannot be protected. Therefore, no matter what Prosnitz and I could or would do could not stop Ver Floeg from the win if he wants it. And of course that is the key to this whole game. If I wanted to stab Russia I would have had to do it during Fall 1906 or Spring 1907 and even then it would have been a very close battle--which would have been very entertaining for the readers of HA.

"Therefore now all I have to go on is the trust of the Russian bear. The choice is his."

FALL 1907: "VER FLOEG VICTORIOUS AS HE LETS IT ALL HANG OUT!"

FRANCE(Birsan): F Mid-Bre, A Bre-Pic, A Par S A Bre-Pic/a/. Owns: Bre, Por, ~~Wes~~ (2). Constant.

GERMANY(Prosnitz): F Eng-Bre, A Pic-Par, A Bur S A Pic-Par, A Kie-Mun, A Ruh S A Kie-Mun. Owns: Mun, Den, Hol, Bel, Par, ~~Kie~~, ~~Bre~~ (5). Removes 1.

ITALY(Beyerlein): A Spa-Gas, A Mar S A Spa-Gas, F Lyo-Spa(sc), F Wes-Mid, F Tyr-Wes, F Tun-NAf, F Gre H, A Mun-Kie/r/ (Sil, d), A Tyr-Mun, A Pie-Tyr, A Tri-Vie. Owns: Nap, Rom, Ven, Tun, Mar, Spa, Tri, Gre, Bul, ~~Wes~~, ~~Bre~~ (9). Removes 2.

RUSSIA(Ver Floeg): F Nwg-NAt, F Den-Kie, F Nth-Hel, F Lon-Nth, A Yor-Lon, A StP-Nwy, F Bot-Bal, A Sil-Ber, A Pru S A Sil-Ber, A Boh-Vie, A Bud-Ser, A Gal-Bud, A Sev-Con, F Ela C A Sev-Con. Owns: Mos, StP, Sev, War, Edi, Swe, Nwy, Liv, Lon, Vie, Bud, Rum, Ank, Smy, Ber, Kie, Con, Ser (18). Builds 4 and WINS!

1972CR -- GAME SUMMARY

Supply Center Chart:

	01	02	03	04	05	06	07	
AUSTRIA	6	4	-					
ENGLAND	5	3	2	1	1	-		
FRANCE	5	6	7	7	5	3	2	
GERMANY	5	5	5	6	7	6	5	
ITALY	4	5	6	7	10	11	9	
RUSSIA	5	7	9	11	11	14	18	AND WINS
TURKEY	4	4	5	2	-			

DIPLOMATIC LETTER CHART:

	01	02	03	04	05	06	07	Total
AUSTRIA	1	1	0	-				2
ENGLAND	4	2	1	0	0	0	-	7
FRANCE	9	3	5	2	5	0	3	27
GERMANY	6	6	1	3	1	2	4	23
ITALY	6	6	2	4	3	2	2	25
RUSSIA	16	10	4	11	0	1	4	46
TURKEY	8	10	10	4	1	-		33
TOTAL:	50	38	23	24	10	5	13	163

Note: Because only Birsan, Beyerlein, and Ver Floeg saved their correspondence from the game the above figures for the number of letters sent each game year are undoubtedly low. With the inclusion of phone calls (Ver Floeg spent over \$200 on the game in phone bills) it is probably accurate to double the numbers given in the chart for the total number of diplomatic contacts per game year. Diplomacy supreme!

CONCLUSION:

After Brenton Ver Floeg's win both Edi Birsan and myself wrote articles in Hoosier Archives #111 (7 April 1973) on France's and Italy's conduct in the game. I refer interested readers to these articles for a more in-depth analysis of just what made the Russian victory in the end. However, it is unfortunate that the winner, Brenton Ver Floeg, has never publicly commented on the game.

In the introduction I promised to outline what the seven people who played in this game have accomplished in the past two years. Thus, I will briefly do so.

AUSTRIA: Hal Naus, San Diego, California. Hal is still the editor of Adag, now in its ninth year of publication. Hal has picked up a number of draws in the past two years, but no big wins.

ENGLAND: John McCallum, Ralston, Alberta, Canada. With the conclusion of 1972CR John McCallum left the hobby. An active participant since 1964, John felt it was time for a breather. In honor of the many fine services John McCallum performed for the hobby, the LDA has established the McCallum Award for Meritorious Service to the Hobby in his honor.

FRANCE: Edi Birsan, New York, New York. Edi may no longer be the world champion, but he is still an excellent player. In the past two years he has added three more wins to his record for a total of 12. That is still two more victories than anyone else. In addition to his playing achievements, Edi is currently President of LDA.

GERMANY: Eugene Prosnitz, New York, New York. Gene unfortunately has had no real success on the Diplomacy board in the past couple of years. He currently has six wins and two draws.

ITALY: Doug Beyerlein, Palo Alto, California. Doug has picked up four wins in the past two years, giving him a total of ten. In December of 1973 he graduated from the University of Washington with a master's degree and moved to the San Francisco Bay Area, where he lives today. He is currently LDA's Ombudsman.

RUSSIA: Brenton Ver Floeg, Miami, Florida. After his win in 1972CR Brenton won two more and drew (two-way) a third game. Today he is inactive as a player in the hobby as his new profession, law, consumes most of his time. It is questionable whether or not he will ever return to defend his crown.

TURKEY: Len Lakofka, Chicago, Illinois. Today Len has four wins and a number of draws. He has also organized and run the national Diplomacy conventions in 1972 (DipCon V) and 1973 (DipCon VI).

As a final comment let me note that this analysis was written in the hope and effort to be as unbiased as possible in discussing the actions of each player. However, I was a participant in the game and that has undoubtedly flavored my analysis. I strove to maintain an impartial view of the players' actions and for that reason I wrote most of the analysis in the third person perspective.

--Doug Beyerlein
August 1974