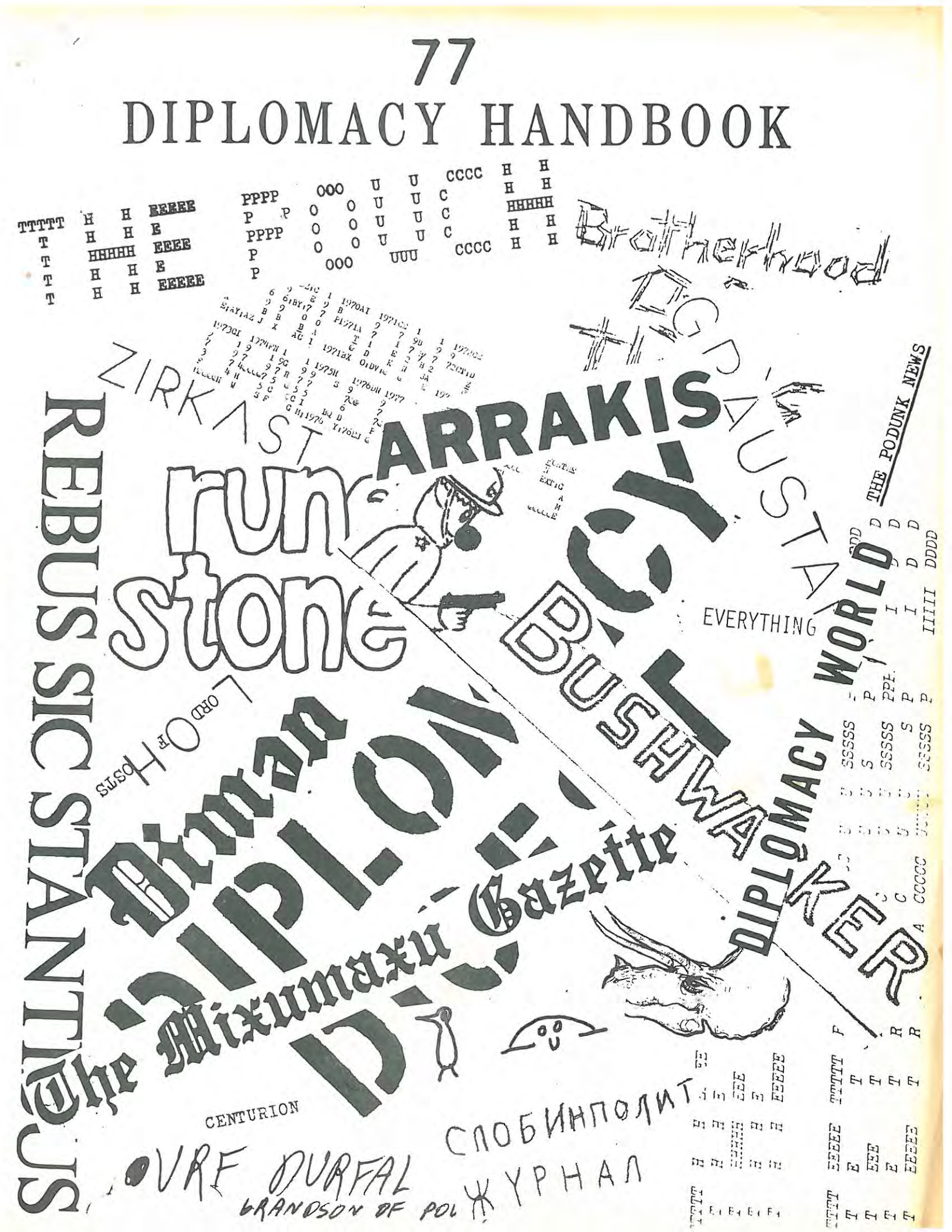
DIPLOMACY HANDBOOK



1977 Diplomacy Handbook

Compiled by Greg Costikyan

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All Hail Discordia!

PRINTER'S NOTE

2028 A.D.

As the sun sets, the visage of Queens as seen from the towers of the Costikyan Publishing Empire is scarred with blood as the larger-than-life sun sinks slowly and violently beneath the ragged clouds and the horizon. The windows of the Costikyan Publishing Empire Tower reflect the sun's light redly, set in the black monolith of the building, rising abruptly and sheerly from the scarred and hulk-strewn ground of the blocks around it. The tower, never seeming to deviate from the vertical, joings eventually in a point far above the desolate ground.

Off in the distance, below the threshold of hearing can be heard the deep, insistent beat of a subsonic. As the sun sinks lower, turning the stack-belched black smoke of the wilderness of Queens from black to deepened red, the subsonic beat rises gradually, til the entire landscape seems to shake with it. The Tower stands oblivious, arrogantly impervious to the fearsome beat.

The top of the sun sinks sharply below the horizon, but reddish light is still refracted through the atmosphere, giving a tint still to the buildings and the coal-black air.

Suddenly, LIGHTNING cracks from the tip of the Tower's point, flashing to the river to the east, which bursts into flame. As the insistent throbbing grows louder, the lightning playing at the top of the Tower coalesces into a blue man-like figure, infinitesimal at the top of the Tower. He speaks, and his voice rolls like thunder across the land.

At his command, the sides of the Tower begin to swing away. From a pivot approximately midway up the tower, the sides swing up and out and away from the Tower, revealing within a huge and fearsome mimeograph, this

THE GREAT GOD GESTETNER

Glowing subtly with an interior dark light that seems to emanate from nowhere but which originates within it: It dominates.

In Queens, slowly the lights from the houses and apartments begin to flicker on, dimly shining through the dark, black mist of the air. The paper intake and bin of the machine slowly extrude outwards and away until they are in position as the LIGHTNING. Blasts once more, destroying one of the few remaining houses near the Tower. A paper-wrapped ream of paper SCREAMS from the sky, accelerating at a speed faster than the force of gravity can account for, it slams into the receiving bin as the LIGHTNING again blasts from the Tower, vaporizing the ream's paper covering, it IMPACTS into the mimeograph.

Sharply, instantly, the insistent beat CEASES, the cessation as much of a startly impact as the crack of lightning or the impact of the paper. For some seconds, the total and utter silence echoes across the land.

Then, slowly, the

GREAT GOD GESTETNER BEGINS TO TURN!

KACHUNK-KACHUNK.
It blasts and the lights of Queens flicker. KACUNK-KACUNK-KACHUNK it picks up speedKACHUNK and the lights flicker as KACHUNK the immense power KACHUNK drain caused KACHUNK by the KACHUNK mimeograph begins to tell.

Even over the sound of the mimeograph can be heard the screams of the workers and worshippers of the fearsome machine from their houses and residences in Queens. The inner light of the mimeogrpph seems to shine darkly greater as the machine picks up speed, as the river burns, as the lights flicker, as the cries of agony sbund louder.

The red lever on the side of the machine depresses, and the first piece of paper slides through and the ink is pressed onto it and slides into the receiving bin with a slight ting of metal. It is the first copy of the first page of.....

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* Reprint.

WHAT THE HOBBY REALLY NEEDS

by Robert Bryan Lipton

Every few days some genius sits down and writes an article that contains the key phrase "What the hobby _really_ needs is..." and follows it with some great, deep-rooted necessity which the hobby has gone fifteen years without but which, if not satisfied immediately, will result in the death of Postal Diplomacy As We Know It (which might not be such a bad idea).

Usually what the author recognizes as essential is a cruciality on the order of a Middle-Earth Variants Bank or a $15,000+ income, tied to the Cost-of-Living Index, for the author of the article. How these things benefit anyone (except the recipient of that $15,000) has never been clear to me. After six years in the hobby I have never seen the crying need for a commission to investigate whether Intimate Diplomacy is actually a Diplomacy variant; nor have I ever understood the financial drain that causes people to defend giving the Boardman Numbers Custodian $500 a year. But then, as my enemies tell me, I'm not very bright.

However, as no article has appeared in my mailbox today explaining why the lack of a Quebecois seat on the IDA Council will doom that organization (it is a Sunday), I suppose it is my turn to write such an article.

The Great Thought came to me during a Saturday afternoon collating session at John Boardman's house (John never writes articles on what the hobby really needs), when the Maryland Medieval Military Millitia (a group associated, when it cannot be avoided, with the Society for Creative Anachronism) marched in from some festival at the Cloisters.

I was in the middle of addressing a remark to Ray Heuer when I noticed something about the 4M: some of them were shaped differently from the rest of us. The realization finally hit me: There were _women_ in the SCA. By Ghod, that was an impressive thought.

Therefore.

What the hobby really needs is groupies. Think about it. Would there be any difficulty finding someone to act as Boardman Numbers Custodian if it were known that there were women willing to go down on whoever held the post? Wouldn't we be overrun with people volunteering to act as Associate Miller Number Custodian for Bulgaria if it were common knowledge there existed nubile girls willing to perform unmentionable acts in a bathtub filled with lime jello on the Custodian? You bet there would be! A hobby as filled with horny, introverted, virgin teenagers as this would suddenly be chock-ablock with pimply adolescents begging to act as IDA Editor.

Retiring officials, seeking rest and mercury treatments, could sell their offices for incredible sums (think how much 14-year-olds pay for copies of _Action #1_.) The hobby would writhe briefly then spurt in growth as the news of women willing to give their bodies away to Ronald M. Kelly filled the consciousness of the world. There would be no trouble to find people willing to play in over a hundred games to get Ron's women.

The hobby desperately needs groupies. The trouble is finding them. Anyone got a sister he's willing to volunteer?

ALLAN B. CALHAMER IS A PHALLIC SYMBOL

(Introductory Note: This article is likely to tweak your mores. If you take offense, it clearly demonstrates unresolved conflict which would best be dealt with before you have a Big Blowup and strangle your wife. May I suggest my newest offering, weekly psychotherapy by cassette tape?)

Now, I think we can start right out by laying it on the line, if I may venture what will shortly prove to be a masterful pun of which I'm justifiably proud. We all know from reading Sigmund that everything in life is sexual. Diplomacy is no exception, but in this instance we are dealing with a relatively subtle form of sexual expression. After all, there aren't very many female Diplomacy players, and it is only rarely that you are able to avail yourself of the opportunity to support her into a province in return for her going to bed with you.[1] No, unfortunately, this golden opportunity is rare in our game. (There is, of course, the superb chance awaiting the homosexual player, but I prefer to avoid this field for the present. I'm not about to clutter up my magazine with lurid stories about a bunch of goddamn fruits).

We must therefore delve deeper. It can be shown, I think, that there is much to be found by so probing. Diplomacy is, after all, a game of interaction and interrelationship among seven incredibly sexual beings, and provides a breeding ground for several of Dr. Berne's favorite games. How sexual is one-upmanship? In what way does the annihilation of an army or fleet relate to sado-masochism? Is the self-standoff indicative of Œdipal conflict, or is perhaps its resultant open province a representation of the womb? Is it really true that an English opening move F Lon-Eng confides a lack of infantile fondling and/or a broken home? And what is the urge to get more and more units if not a graphic portrayal of an erection? (With a female player this last feature of the game probably signifies the drive for pregnancy. This is a hit far afield, however, since no woman in her right mind wants to give birth to a bunch of wooden blocks. There might be a case mande for the armies and fleets representing eggs, if the female player were a trout.)

Well, let us begin at the beginning. (In psychoanalysis this is gonsidered good. It is also expensive. Some day I hope to do a paper on the sexuality of psychotherapeutic cost structure.) In the first place, Diplomacy is not altogether suble. Grendel Press magazines, for example, are graced on the masthead by Grendel (ex-Kilroy) and Moore, two of the most blatant phallic symbols in the annals of pschiatry. Even more basic to the game than that is the Number One phallus of them all, the thin wooden block used to represent a fleet[2]. And the square blocks for armies are just as definitely phallic; they don't look it only because they have to be differentiated from fleets somehow, and subliminating their penile significance is as good a way as any. (There is a case to be made for the urge to build fleets in strength seen as penis envy; those who put England as their first choice are strongly advised to buy a cassette tape recorder.) In fact, this game is litterally reeking with phallic symbology; the long lines under-scoring moves when they fail; the dash used in orders to mean 'moves to' (in which instance it as perhaps worthwhile interpreting, say, A Mun-Bur, to read 'A Mun attempts coitus with Bur,' the press release equivalent of which is "BERLIN: Fuck the Frogs!"). There are innumerable others, but you get the - ah - point.

---

[1] This was the pun. Did you admire it?

[2] Actually, there is another contender for Number One status that is often more prominent.

These phallic associatives are really incidental to, or symptomatic of, the meat of the issue. (Jesus Christ!) Diplomacy is a representation of war, and war as an institution is perhaps the single most sexual facet of human existence, except, of course, good old you-know-what. This is adequately demonstrated by the statistically incredible V.D. rate among Vietnam returnees. Then there are the more obscure psychoanalytic theories: the act of killing a man is really a decisive way of saying, "If you were a woman we'd make other arrangements;" the pair-bonding of underlying sexuality between superior officer and subordinate, the civilian manifestations of which would get you arrested in Greenwich Village; the use of nicknames of affection for one's enemies, related to the love-terms given to the marital partner's genitalia. To suggest a few. In fact, war, and by extension Diplomacy, is the only sexual act (well.... the only <u>other</u> sexual act) that truly goes all the way.

To finalize the argument, let us psychoanalyze a typical press releas or letter to an enemy (or any other player, I suppose, depending on your taste in friends). We shall do this double-column, whth the document on the left and the summary analysis on the right.

BERLIN TO PARIS:	
You son of a bitch! You	See previous note about this.
took every one of my centers!	Term of endearment
Why'd you do a shitty thing	Possessiveness -- sexual come-on.
like that? I ought to get you!	Note anal fixation.
You don't know the first thing	Implied: "And would love to."
about this game. Next time we	Challenge, invitigg advances.
play together, you just wait	Suggesting sex as a 'sport'.
and see what I do to you!	This one may make history!
	God, how <u>lurid</u>!

This is quite sufficient, I suspect, to indicate that there's a lot more to Diplomacy than you thought! For further insight, consult the writings of Dr. Freud, certain passages from the books of Henry Miller, your confessor and/or your conscience. And perhaps you ought to stop reading Diplomacy magazines in bed.

QUESTIONS FOR FURTHER STUDY:

1. On the move in which you stab him, your ally miswrites his orders, enabling you to capture four of his supply centers. Do you achieve orgasm?

2. Discuss the homosexual phallic similarities between Silesia and Galicia. Be sure to mention the significance of moves from one to the other, with special emphasis on the defensive support order as sublimination.

3. England was your last choice, but you got it anyway. Is your libido playing tricks on you, or is the Gamemaster a fag?

FLEET NORWAY (LEFT COAST)

In early 1975, Matt Diller wrote an article entitled "The Value of Building Fleet Norway Left Coast." This was partially written in an effort to dud out a father lousy article printed in THE Exponent (then the Diplomacy zine of New York's Dewey High School) entitled "The Value of Building St. Petersburg North Coast". It, like all of Diller's few articles, was highly amusing; it produced a large number of articles written by others in response to Diller's or in response to articles written in response to Dillers, etcetera. Therefore:

THE VALUE OF BUILDING FLEET NORWAY LEFT COAST.
by Matt Diller

Fleet Norway can be a very useful and constructive piece, if it's on the left coast, that is. It can even move to the North Sea!! Yup, even the North Sea! But its main strength is in its surprise! Who would expect Turkey to build in Norway? Even if someone thought of it, the odds that he thought it would be on the left coast are relatively negligible. This is an excellent attack on Italy, because he'd never think of it. But its main strength becomes apparent in the following set of moves: F Syr rotates the board half-way, F NaT rotates the board the other half of the way, and F Nwy(lc)-Swe! You see, the position of the left coast is entirely relative to the angle at which you look at it! Now you can attack France! France would never suspect a snazy maneuver like that. After only eighteen builds of F Nwy(lc) you can win the game! Think about this the next time you plan to build a Fleet Norway middle coast.

REBUTTAL TO "THE VALUE OF BUILDING FLEET NORWAY LEFT COAST"
by PAB

After reading Mr. Diller's article last issue, entitled "The Value of Building Fleet Norway Left Coast" my main impression was that Mr. Diller is some kind of cretin. His first error was in claiming the build is a surprise to most players; of the 12045×10^{23} Diplomacy players I know, all of them have build on Norway's left coast at some time or another. I don't even think it is a good build. England, Turkey's natural ally, will be most disconcerted when he finds out you have taken Norway from him. He may never get made and build in Bul (top coast). By far Turkey's best build is A Rome. Just think, you get an Italian center right away, and chances for more. You can even stand the Italian build in Rome (if there is one) out. This is far more important than a dumb fleet sitting in Scandinavia freezing its ass off. The game is won by occupying centers, not amusing positions. With this build there is no fiddling with the position of the board, which, by the way, is easily obstructed by two fleets turning the board the other way. I think that Turkey's best build, without doubt, is army Rome.

WHY THE LEFT COAST IS LEFT OUT
by Frank Bero

In response to Matt Diller's article advocating Left Coast builds, I think it only fair* to explore certain delineations of sequential alternatives that follow inevitably from Leftist Coast thinking. I would like to quote directly from the Leftist Coast Manifesto, "F Syr rotates the board half-way, F NAt rotates the board the other half of the way ..." It is at this point while following these directions that I discovered the first problem. Exactly half of my wooden pieces spun off the rotating board into my lap. Now, the alternatives: do I grope about picking these pieces out of my lap while the entire Mediterranean region laughs at me? Or do I pretend that it was all part of my master plan and continue in order to save my diplomatic face? As you can easily see, either option leads to further difficulties..

Just the other day, a man came to my door selling Leftist Coast readers, encyclopedias and lifetime subscriptions to a little-known periodical called Coasters News & Norway Report. He talked to me for about an hour and a half while my spaghetti burned. It seems that he is willing to give me the encyclopedias and readers free! All I have to do is subscribe to the magazine for twelve years at $28.50 per issue. It sounds like a good deal to me, but since he adamantly

*recognition is given to the commonly held present that fairness is not defined for all realms of Diplomacy

refused to reimburse me for my spaghetti I had to turn him down. It's a shame, too. Now I'll never know whether they explain in that first issue how to spin the board around without having the pieces fall off.

Dear Gil,

I was amused and puzzled when I first read Mr. Diller's article entitled, "The Value of Building Fleet Norway Left Coast." I still am.

Sincerely,
/s/ K. Valchick
Editor, Dudponent

TEEDEEAY prevents (unsuccessfully)

THE VALUE OF BUILDING FLEET NORWAY LEFT COAST REVISITED
by Jay Besh

I have been in this hobby a good while and am inclined to wonder at what kind of players Mr. PAB knows if they all build on the left coast. Has anyone told these people that building fleets on Norway (lc) is illegal? You can only build in home centers, dummies! Therefore, Turkey's best build is fleet Munich (south by southeast coast) to move to Tyrolia. Once this fleet gets to Venice it can be launched into the Adriatic......

Army Rome is a terrible build for Turkey, because Rome is the center of Catholicism, and Turkish armies are Moslem (as I well know). Once the fleet is in the Adriatic you can pick it up and put in in Naples when o one is looking.

In response to Mr. Bero's objection that the pieces tend to fly off the map:
a) You could always but them back slightly differently (hint, hint).
b) The article said "rotate", not "spin". Rotation is slow enough so that the pieces shouldn't spin off in the first place.

The only problem with building in Munich is that Germany might get made. This threat can be alleviated by simply building there on a Fall turn, causing him to lose the center and thus whatever builds he was counting on getting.

* *
* * Copyright 1975 by TeeDeeAy All rights reserved. *
* Due not remove under penalty of law. *
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*

THE DANGER OF BUILDING FLEET NORWAY (LEFT COAST)
by A. Van Joe Nes

It is obvious that no one seems to understand the Fleet Norway (left coast) situation in the slightest. Fleet Norway (left coast), and army Rome are exceedingly ridiculous builds for Turkey. What these imbeciles don't seem to see is most obvious: What if France builds Fleet Finland (top coast) and Austria builds Fleet Switzerland? It is tur that this can be countered and protected against if England builds fleet Moscow (south coast), another remedy being if Albania moves a fleet to Serbia (middle coast). No! The perfect move for Turkey is to build fleet Ruhr (underground). Aha! I hear you cry. "What if Italy builds army North Sea (bottom Coast)?" But it is easy to bloack this by convoying an army to Burgundy. This clears the way for an attack on Armenia (ikyan cost).

Envision the moves:
A Cas-Mos (sc)
A Bur S A Cas-Mos (sc)

F Sil-Arm (ic)
A Ank & F Ruh (und) S F Sil-Arm(ic).

These moves can then be followed up by building F Norway (left coast) and A Rome (north by northwest coast). If all of these moves succeed you may be able to obtain a concession from the gamesmaster.

WHY FLEET NORWAY LEFT COAST SHOULD BE REFERRED TO THE DIPLOMACY VARIANT COMMISSION
by Robber Tzacks

The pages of CAIR PARAVEL have seen enough of this Fleet Norway nonsense. Everyone knows that Nobody can build F Nwy in regular Diplomacy, no matter which coast! Thus, there is a variant implicit in the assumption of there being a variant in terms of the article "Fleet Norway Left Coast" assuming there is an implicit varinat in same article, regarding the building of a Fleet in a non-home center that may or not have two coasts depending on whether or not you are playing the "left-right" variant sort---in which case there are two coasts in Norway, of the "north-south-east-west" type, in which case there are not---but one must remember that, in terms of Norway, it makes no difference whether or not it has two coasts, whether they be of the North-South type or the right-left type, since it is not a home center in any case, as wisely pointed out by Jay Besh in his article "The Value of Building Fleet Norway (left coast) Revisited", in which he states "you can only build in home centers, dummies!" and thus expounds a very basic truth of regular Diplomacy, which again leads me to the obvious conclusion that Mr. Diller in his original article "The Value of Building Fleet Norway Left Coast" must have been referring to a varinat implicit in the assumption, and I also believe that the aforementioned implicitly assumed variant must in fact be Intimate Diplomacy, since Mr. Diller is always making trouble for me and I am sure that he would decide that his variant should be Intimate Diplomacy just to make things harder for my life as Miller Number Custodian, since I don't get paid for assigning Intimate Diplomacy Numbers because of that fool Buchanan who has himself admitted that he does not know what a variant is and in any case isn't fit to do anything more than sweep out a barn, in which case he would forget about his stupid Archives and his stupid IDA and leave me and The Imperious Dudplomacy Asinination to take over the hobby and let people know that there IS competition between variant GMs and establish a Lord Commission which will have no other authority but to write stupid declarations all day about How Mr. Smith should be running this country and Watney's Red Barrell---and, of course, they would also make all the nominations for the Gemignani Awards, denounce the GAs as inducive to hatred and feuds, since they will not be night crawlers like a number of people I can name, for instance Scott Rosenberg who keeps changing his position on TIDA every minute and whose head I will blow off unless he demands to DNYMPA that it acknowledge its dependence on The Imperious Dudplomacy Asinination, which can then go on with the business of the hobby such as doing fun things like sabotaging the Calhamer Awards to make sure that I win as "Best Miller Number Custodian Ever," obviuously much better than that dope Pulsipher who never developed a definition of variant as good as my Variant Committee's, which was developed over an extended period of 357 years and is as follows: " "---that way I can assign Miller Numbers to all sorts of things, like sheets of paper and people's noses and buildings and days and my grandmother and F Nwy Left Coasts, and make all that money and drain the IDA treasury, again making it easier for The Imperioud Dudplomacy Asinination to make its take-over of the hobby, so that I can get on with the business of explaining to you why there is an implicitly assumed variant in Mr. Diller's article "Fleet Norway Left Coast" that must be assumed or else I will blow my head off so I can be at peace with the world and not bother with dumb things like breathing and I won't have to waste time on stupid nightcrawlers who shouldn't bother me during the day anyway they're not supposed to be out now GET OFF ME, omigod they're drawling all over me AKKKKKKKKK....

A TEEDEEUM PRESS RELEASES
Mr. Jay Besh would like to announce the unfortunate death by beshpuppetting of Mr. Robber Tzacks who quoted from a Teedeeay article without proper permission and thus invited his destruction.

THE VALUE OF WRITING "FLEET NORWAY LEFT COAST" ARTICLES
by Robert Bryan Lipton
The value of writing "Fleet Norway Left Coast" articles is that Gil will print them.

THE DEFINITIVE SAY ON THE BUILDING OF FLEET ST. PETERSBURG LEFT COAST AS OPPOSED TO THE BUILDING OF FLEET NORWAY RIGHT COAST REVISITED, WITH A NORTHERN LEPANTO VARIATION ON THE REMOVAL OF ST. PETERSBURG RIGHT COAST!

by Edi Birsan

It has become traditionally important for the Germans to defend the bottom section of the Berlin to Baghdad canal by the clever ruse of encouraging the Russians to construct Fleet St. Petersburg East Coast as was more than amply supported by the events of recent articles on related subjects thereon; however, close inspection of these "traditional" opening ploys will revel a sinister and capricious plot by those supports of the Right Hand Rules which states that when in doubt build with your left and hold the right to the side of the coast - be it north or south is entirely of normal importance, but for historical relevance to the Lew Puls dudnaps this aspect of the maneuver will be left for further inspection in a seventy page poll to be taken next Ground Hog Day in June or at such time as the normal issue of the Council Courier carries three unanimous votes on any minor project of no importance involving the building of the uppoer or leftover coast of anything, let alone whether or not the ruse so named earlier is of an entire matter rleated to this or any other material on the hobby's worthwhile variation such as the northern Lepanto scheme of things wherein the Germans are forced by the threat to the Northern sector of the Munich beerfest to convoy to the Shetland Islands by way of Fleet Norway Left Coast and the crucial support of Fleet St. Petersburg sout west coast is needed to allow the Germans to obtain that needed source of supply of smaller convoyable creatures so their limited navy can eventually gain a position to land a pony force in this critical stage of the hobby's involvement with midgame tactical options. And that is the definitive say on the building of Fleet St, Petersburg Left Coast as opposed to building of Fleet Norway right coast revisited with a northern Lepanto variation on the removal of Fleet St. Petersburg no coast barred.

THE VALUE OF REMOVING FLEET NORWAY (LEFT COAST)

by Matt Diller

I have remained relatively silent during this entire dispute over Norway Left Coast. What no one has realized is that building F Nwy(lc) is defintely a variant and already has a designato It is "cv" and "bu"---that's right, the article was intended for Youngstown. I thought I made that clear.

This article deals with a rather clever solution to one of the most serious problems a country can have, that of having to remove units. In the average game practically every player will have to remove a unit some time or other. While only three or four players will have a chance to be concerned with winning, yet the majority of tactics articles are concerned with winning. This one is concerned with organizing a defensive position through removals. Most people make the wrong removals: for example, Russia has A StP, F Nwy (lc), F Bot and F Bar; England has A Pie, F Nth, F Nrg and F Swe. England has a removal. The average player would remove either the useless A Pie, thus injuring England's defensive position in Italy or he would remove F Swe, figuring Russia would take Swe anyway. A Creative player would remove the F Nwy (lc), thus depriving the Russians of a unit and making it impossible for them to take Swe. Whenever possible, remove one of your opponent's pieces. This practice can divert many a disaster.

AN EXPOSITION ON THE POTENTIAL CONSEQUENCES OF READING MANY "FLEET NORWAY LEFT COAST" ARTICLES

by Lewis Pulsipher

If elect passerby chamber-whang in sulphur butterfly....er....consequent upon quartersaw milling GI's birchbark blab bishop, subjective scanning

onyx antelopes.....huh?.....Whenever you labialize libidinously upon north....nor?..... NORWAY!!!.....

ARRGGGHHHHHH!!!!

THE VALUE OF NOT BUILDING ANYTHING

by Greg Costikyan

I have seen many people build many units in my one year of playing postal Diplomacy. Seldom were they satisfied by this accomplishment. I once saw someone build fleet London.

Building units is no fun at all. It is hard to write funny orders like "F Spain to Madrid" in a winter season.

Not building pieces has an important tactical use. You can baffle your enemies and allies alike by forgetting to send in winter orders. Your opponents plan their moves with the assumption that you will bother to get builds in--so do your allies. Think of the great confusion you can casue them by not building anything! They will never expect a snazzy maneuver like that.

Once you have built a unit may may never build it again, and someday you may even have to remove it, which can be very painful. If you never build any units, the number of units you will eventually have to remove is greatly reduced.

It's so much easier not to build pieces than to build them. Also, after not building pieces, it's much easier to write orders--you have that many fewer units to order. You can take the 10¢ you would have wasted mailing in builds and spend it on something more interesting, like a piece of string or a thimble.

If you don't build anything, no one can accuse you of stabbing him, and your ally can't complain that you made the wrong build. Well-known player Cary Fulbright once said, "Build pieces? Why, whatever for?"

Not building pieces is a useful and little-used alternative to building pieces; it is, however, the only alternative. It is gaining ever-increasing acceptance because more and more players are realizing its value--the biggest new group to follow this philosophy en masse is the Canadian players, who have embarked not only on a strategy of not building anything, but also of not ordering anything.* Next issue we will report more fully on this new doctrine of passive resistance.

*At the time, the Canadian post service was on strike.

Gregory Costikyan,
IDA Special Projects Editor

15 June 1977

Dear Greg,

I am writing this letter to explain why I am not submitting the article I was planning to write for the Handbook, "How to Destroy a Hobby Organization". The major point is that this was to be, humorously, the only tactics article in the Handbook, but it was going to be a tactics article, suffering from all the drawbacks of that genre. In Diplomacy, a tactics articles tells the obvious to people who should know it already; in Diplomacy politics (as in any politics) the ways of destroying a group are self-evident. While I though I could write it in a humorous manner, basing it on real incidents that have occurred, it is just possible that someone who didn't realize the paradigms would read the article and begin to apply them - now while there is usually a reason for destroying a group, any group capable of destruction is probably worth preserving in part, so I do not want it on my conscience that a group worth preserving was destroyed using my article.

It could be argued that such an article, especially if humorous and well-written, would be useful in holding up certain destructive characters to the public ridicule they so richly deserve. Yet they have been ridiculed in the past, and most of the details of their conduct exposed to public view and criticism, without any salutary effect or even diminishment of their public following.

It could be argued that such an article would be useful to people trying to defend groups, in that minimally they would be able to recognize when they are under attack, possibly handle the attacks, and perhaps counter-attack. Of course, anyone under attack knows about it, only if instinctively - if not, he isn't going to win many Diplomacy games - so my article wouldn't warn him. Now, in my vast experience with organizations, I have rarely encountered a situation where the tactics useful to destroy a group could be used to preserve it - and such tactics are only useful if they are not well known - the best tactics to preserve an organization are simply the stubborn adherence by the officers and the bulk of the membership to the gropp and its principles, complete honesty and candor, and at least two secret reserve operatives capable of destroying the opposition or pulling a counter-coup stationed in plain sight for everyone to miss. (Actually, most people are capable of pulling such a coup when they deem it necessary)

Finally, there is the moral argument: if we use their tactics, how do we justify our conduct? We forfeit part of our cause whenever we resort to destructive tactics on its behalf. To defend a group or to attack it, the best tactics are the open, obvious ones - a declaration that no matter what tactics are attempted, you will stand on your position, refuse to compromise, and completely ignore the actions of the group you are attempting to destroy, or the faction that is trying to destroy your group.

So that is why I am not submitting the article. I hope this letter will be acceptable instead.

(signed)
Robert Sacks
Miller Number Custodian

WHY "KIEL" INSTEAD OF HAMBURG?

by Fred Davis

If you are a geography or history buff, you may have been studying the Diplomacy map one day, and suddenly wondered why small places like Kiel and Brest have been elevated to the grand status of Supply Centers, when great cities like Hamburg and Le Havre have been ignored. For another example, Savastopol is a far less important city than Odessa, in the same province.

The reason for this lies in the history of the creation of the game by Allan Calhamer. In the original version of Diplomacy, there were two kinds of Supply Centers. Armies could only be raised in the Capitals, and Fleets could only be built in Naval Bases. The other Home Centers served only as supply sources, the same as neutral centers, unless the Capital were captured, in which case a new Capital could be designated. If the Nval Base were lost, fleets could not be built elsewhere.

It was desireable to give these Naval Bases nautical-sounding names to go along with their function. Accordingly, when it came to naming the province for the northeastern corner of Germany, it was not the great city of Hamburg but the naval bases at Kiel and Wilhelmshaven which came to mind. Since "Kiel" is a lot shorter than Wilhelmshaven -- and a larger city -- this name was chosen, although, in fact, Wilhelmshaven was where the High Seas Fleet was mainly based for the time period with which the Regular game is concerned. As a trivia note, the Naval Base symbol on Calhamer's 1958 map is actually located at the spot where Wilhelmshaven sits.

In France, the great naval bases were Brest and Toulon, not the major seaports of Cherbourg, Le Harve and Marseilles. Brest was chosen for the Naval Base in order to give France access to the Atlantic. Russia's main Black Sea base was at Sevastopol. Great Britain had not yet opened its great base at Scapa Flow in 1900. Her major bases were at Portsmouth (south of London) and at the Firth of Forth (near Edinburgh). Liverpool was the great seaport for the ocean liners, but has never been a major naval center. In fact, most heavy units in the Royal Navy were being built in Clyde. London was the original Naval Base in Diplomacy. In Turkey, the Naval Base was originally in Constantinople, which was consistent with the real world facts. Con occupied only the European side of the area, with space Ankara touching the Sea of Marmara. Trieste and Naples have always been the Bases for Austria and Italy, respectively.

There are more land and sea provinces on the 1958 map than on the 1959 (first commercial) board. With each power except Russia limited to a single Naval Base, it was more difficult to get sea-power into action. (I believe Russia was able to build either Armies of Fleets in St. Petersburg, and England likewise in London). In the 1959 version, several provinces were eliminated and the concept of permanent Naval Bases was scrapped in favor of the current build rules. An anomaly occurred in Turkey, where the fleet wound up being built "inland" in Ankara instead of in the real seaport of the province, Sinope (as is done in some variants). This occurred, I belive, because it was found that the game worked better if Turkey started with an army in Constantinople. By the time the functions of Con and Ankara were reversed, it was apparently too late to rename Ankara "Sinope". This was a regrettable oversight, especially since Ankara per se did not exist in 1900.

While the 1959 changes greatly improved the game, the memory of the old Naval Bases lives on in some of the provincial names.

Reference: "1958 Diplomacy", by Allan B. Calhamer, MOW Variant Package, 1973.

HOW TO PUBLISH

In order to be a publisher, one must publish. This is a simple statement, but its simplicity belies the facts that it contains; publishing is a time-consuming and expensive process.

Why should one publish at all? For what reasons do people publish to begin with?

Profit cannot be considered as a motive. There is no publisher in the hobby who makes a profit, and anyone attempting to do so could not compete with those who do not. Therefore, one must assume that publishers receive some sort of compensation for their effort that is not definable in terms of dollars and cents. This compensation is definable in one term; egoboo.

For those of you not already familiar with the term, it means pride, prestige, vanity, strakh recognition, moxie, the satisfaction of a job well done. The need for egoboo is one common to all publishers, and this need is, perhaps, reflected in the fact that many of the people who are highly involved in the hobby are adolescents---reaching for egoboo that is not attainable in an family from which growing estrangement is experienced.

Before one even considers publishing, one must determine whether the expense and work involved in producing a zine is worth the egoboo resulting. Further, one must determine how one wishes one's egoboo to be reflected---in a large number of games, in a continuing flow of feedback from one's readership, in recognition of the value of one's own zine by other publishers, or simply in the satisfaction of seeing one's own zine in print. This last decision will determine the type of zine to be printed.

Mimeography

There are many methods of reproduction open to a prespective publisher. They range from hectography to offset reproduction.

Generally speaking, there are three variables affected the decision over which type or reproduction to select; 1) cost, 2) the visual appeal of the final product, and 3) the desire to use a Good method of reproduction, rather than an Evil one.

Mimeography involves cutting a stencil by typing on it, then placing the stencil on a drum or silkscreen of a mimeograph machine. The drum or silkscreen then turns, paper is fed into the machine, and ink is pressed through the holes cut by the typewriter on the stencil onto the paper. A good mimeo machine will cost between $100 and $300 used, or $500 to $1000 new. Be sure that you get a good machine; with a lousy one, you'll spend hours getting decent reproduction, and wind up coated to the shoulders with ink. Gestetner and A.B. Dick are generally conceded to produce the machines of highest quality; but a label is not a siffucient indicator. A machine must be self-inking (unless you are a masochist), and check also to make sure that it's of fairly recent make. (I once bought a machine that was about 20 years old, only to discover that replacement parts were impossible to find, having been destroyed 10 years previously). Hand-cranked machines are perfectly acceptable, and usually cheaper than electric ones. Many machines will have costly and unnecessary gadgest, such as flappers to straighten pages when they come out of the machine; avoid these, as such gadgest are prone to breakdowns and wind up being more trouble then they are worth. Usually, however, it is worth paying $100 or so more to make sure of getting a really good machine.

Mimeography is chief among the Good means of reproduction. A mimeo machine, while still a machine, is very fannish; it will require attention and care, and only one who treats his machine with love and prine will produce quality material. Unlike offset, mimeography requires human input.

Stencils should cost about 20¢ each, and paper should run about $2.50 for a ream (500 sheets). (Note: These are New York prices; prices elsewhere (especially in the west, where paper is more readily accessible) should be considerably cheaper.)

This handbook is printed via mimeography, as you can see; properly done, mimeography can produce crisp, clear reproduction. It is difficult, however, to get multi-color reproduction without special equipment. Stencils are generally guaranteed for 1000 copies, but are usually good for an order of magnitude more than that.

With skill and the proper equipment, mimeography can be as beautiful as anything offset can produce. Equipment can be bought to allow a machine to print in more than one color (although only in one color at once); multi-color paper does not cost much more than white. Electronic stencils can be used to produce excellent reproduction of artwork, and almost everything else; if you get very much into mimeography, buying an electronic stencil machine is not abad idea --although, again, this will require a sizeable investment. Forays into such esoteric branches of mimeography should not be made until a great deal of experience has been hade with straightforward mimeography.

Ditto

Spirit reproduction is generally cheaper, in small runs, than mimeography. Spirit reproduction (hereafter "ditto") involves typing on a master and thereby transferring master ink to the back of a master. The master is then fastened to the drum of a ditto machine. As the drum of the machine turns, an alchohol-based liquid is forced through the master, disolving the master ink which dissolved ink is then deposited on the paper as it shoots through the machine. I don't know much about spirit reproduction, so I can't give any really spedific information; ditto machines should, however, be generally cheaper than mimeograph machines. Furthermore, ditto masters are very much cheaper than mimeograph stencils. Ditto paper generally costs about the same or slighly more than mimeograph paper.

Ditto is also reasonably fannish, as it requires effort by the publisher to get good reproduction. A fair amount of experience is necessary before decent reproduction can be obtained; print-through and smudged type is all too common. Mimeography, however, is the one true faith.

Aside from its cheapness, ditto's chief advantage over mimeography is that multi-colored reproduction is both cheap and easy. When done correctly, ditto can be quite attractive---run of the mill ditto is usually better-looking than run of the mill mimeography (aside from the revolting purple color of most ditto masters). However, excellent mimeography far outpaces ditto in its appeal.

Ditto's major drawback is in the limited number of copies that can be produced---in the neighborhood of 100-250. Again, illustrations require either that the artist be able to compose on master, or the use of special machinery.

Ditto is by far the most popular method of reproduction in the Diplomacy hobby; most zines have a circulation less than 100, and the cheapness of ditto is also appealing. Mimeography is generally more popular in sf fandom, as circulations and concern with quality is greater there.

Offset

PARIAH! PARIAH! PARIAH! Offset is EVIL. It deserves to die. All offset machines should be destroyed; mankind should return to LORD MIMEO and the GREAT GOD GESTETNER:

Arise ye men of mildewed minds!
Destroy yon evil process offset.
There is no god but GREAT GESTETNER;
and Costikyan is his only prophet.

Offset machines are horribly expensive; unless you make 20,000 collars a year (or have a rich father), you needn't even bother considering buying one. Most people who use offset reproduction have their printing done in copying shops. This is unfannish, since it means letting someone else do the actual job of printing your zine.

Offset requires the production of a photographic plate---which is prepared by photographic machinery---from which copies are made by the offset machine. The plate is the largest part of the cost of reproduction, paper being by comparison negligible (at least in small print-runs).

Therefore, large print-runs can be quite cheap, but smaller ones are quite expensive (that is, in terms of per-copy cost). You should expect to pay $2-$3 for 100 copies of one sheet in a print shop; I can't give figures on costs for those who own machines, but I understand that print runs of less that about 250 are uneconomical when compared to mimeography. Since most zines in the Diplomacy hobby have circulations of between 30 and 100, offset is obviously not efficient. However, purchasing a mimeo or ditto machine involves considerable outlay of capital---several hundred dollars----although per-copy cost is small. Therefore, depending on how large your zine will be, how many copies you intend to print, and how much capital you have on hand, you may wish to print offset despite the fact that this will make you a Pariah and someone to be despised.

Offset's prime advantages are that copies can be made from any appropriately-sized piece of paper----and therefore line illustrations (and even photographs) are quite easy to duplicate---and that material can be shot down to small scales (i.e., reduced) so that, for instance, four sheets could be reproduced on one sheet at a somewhat greater cost. Multi-color copy is expensive, and it is generally difficult to find places that can reproduce oncolord paper.

Almost everything printed professionally in the United States (and Canada, for that matter) today is printed offset (except the New York Times, but we won't go into that). With typesetting equipment (which would cost $5000-$10,000) and a good graphics man, you too can get the reproduction of S&T and TIME MAGAZINE---but that is overkill in terms of the Diplomacy hobby. Offset has an impersonal "professional" quality that is out of place in a Diplomacy fanzine.

The great unwashed generally considers offset reproduction to be automatically superior to ditto and mimeo simply because it has a "professional" cachet. Quite the reverse is true; any fool can get decent reproduction with offset (viz. CLUE AND KEY), whereas only an experienced and concerned publisher can get reproduction with more personal methods. This is one of the things that has led to the myth of Diplomacy World's professionality; the canaille consider it to be a wondrous professional zine simply because it is offset-reduced, whereas in fact such zines as Urf Durfal, The Pre-Dawn Leftist, Costaquana, and Runestone not only have better reproduction, but also generally carry better matierial. I should also add Rebus Sic Stantibus to the list, as it also has much better artwork than DW.

Other Methods

There are other means of reproduction; xerox is the most pppular in the hobby. Almost everyone is familiar with xerox and how it works, so I needn't go into it. Suffice it to say that mimeo and ditto are cheaper than xerox in small quantities, and offset is cheaper in large quantities---and all three look better. Xerox's chief advantage is that it doesn't require the capital expenditure necessitated in getting a machine, and is cheaper than offset for small quantities.

Another method, which was at one time widely used in sf fandom, is hectography. This involves drawing on a gelatin plate, pouring ink over the gelatin, the pressing sheets of paper one-by-one over the gelatin. Each page must be hung up to dry individually. Hectography is an incredible amount of work, generally cannot be reproduced from type, is often quite beautiful when well done, and may only be used for extremely limited print-runs. I don't advise using it unless you simply want to be different.

Games and Getting Subscribers

Since this is the Diplomacy hobby, most of the activity in Diplomacy zines center around the games carried therein.

You're going to need to run Diplomacy games; if you can't stand the though, I suggest you print an sf or wargaming zine. Diplomacy games will draw most of your subscribers. In the initial period, games will be your major source of income and subscribers. I would advise against mailing out your first issue to a large number of Diplomacy hobby members; this rarely results in more than a couple of subscribers. Instead, mail it to a large number of publishers, asking them to plug you and your game openings. This will result in a number of interested people

joining your games. Also, don't forget to plague your friends for subscriptions and gamefees; local Diplomacy people will find it difficult not to subscribe to a new zine run by someone they know.

Once you have several games running and are well established, you may begin to attract people who will subscribe for the zine and not the games. At this point, you should attempt to produce a zine with as good material---press, articles, stories, variants, et cetera---as you are able: if your zine receives real recognition in the hobby, you may attract a number of subscribers. A circulation of a hundred or more means that you have established yourself as one of the premier publishers in the hobby.

This may not be your goal; many publishers publish simply to publish. Von Metzke, for instance, limits his circulation to 50, although he produces one of the best zines in the hobby. And I most certainly do not mean DW.

As for the games--don't forget them. Although you may not much care, a reputation as a bad GM will hurt you. Take care in adjudications and don't overload yourself with too many games. If you find that you are running so many games that you can't take the same care with all of them as you used to, get a subsidiary GM. You'll find that it's fairly easy to get someone in your area to take over GMing one or two games---it isn't much work, and it's a good source of egoboo. Furthermore, try to stick to as regular a sbhedule as possible; if you become too irregular, your players may begin to lose interest, causing NMR's and possible abandomment of games. Try to get standby players to take over when possible; Ron Kelly should wind up in every game you run.

When you first publish, gamefees should be low to attract players. Later on, you can charge larger fees---both to limit the number of games you have to run, and because you will have at least a minimal reputation for stability, and are not some fly-by-knight. If your zine becomes a major one, you can charge truly outrageous fees, such as $10 or $12.

MISCELLANY

If you get fed up and decide to chuck the whole thing, keep in mind that by starting games you have acquired a responsibility for those games. Help to find them a home, and make sure the new GM gets full records of the games. Don't assume that the Orphan Games Project and Boardman Numbers Custodian will take care of everything.

If you find yourself printing at increasingly irregular intervals, reexamine what you're doing. Maybe what you really want to do is print a bimonthly zine without games----which is perfectly possible, even in the Diplomacy hobby (although sf fandom is better suited to such activity).

Unless you are a political animal or love a good fight, stay away from politics. It will fill pages, but it will, generally speaking, turn your readers off. And you won't walk away untarnishe

Furthermore, try to avoid writing articles about how to print zines, unless you desperately need to fill space; it's been done before, both in this hobby and in sf fandom (although, as usual, better in sf fandom). In addition, you will thereafter have to live up to what you've written.

ON THE IMPORTANCE OF BUILDING FLEET MOSCOW

by Mark L. Berch

That's right. I said Fleet Moscow. Why would anyone want to do that , you ask? Two reasons: to harass the gamesmaster, and as an obscure tactical ploy.

First, visualize the GM's situation when he reads "Build F Mos". His initial reaction is doubtless to wonder why his zine seems to attract all the incompetents floating around. He may wonder if he should correct the obvious error (under Chapter VII, 4: "A badly written order, which nevertheless can have only one meaning must be followed.") or disallow the build. He'll probably go for the latter. But first, a nice crisp citation of chapter and verse from the rulebook as to why such a build is illegal seems to be in order. This will not only quell any possible protest, but also persuade some of the more skeptical readers that he really does own a rulebook.

Flipping through, he finally locates Chapter XIII, Rule 2: Building and Removing units (adjustments)". He reads through "...number of units must be adjusted...disband the excess....in his home country only...written and exposed simultaneously without any preceeding diplomacy." End of Rule. Hmm! Nothing in there covering F Mos! Better have another look! The closest he'll find is "He must specify a fleet or an army in a coastal supply center." This is on the assumption that in a coastal center he might desire either but in a non-coastal center only a fool would want a fleet. But this doesn't say that it's illegal. And this is the only Rule covering builds.

This presents the GM with a serious dilemma. If he allows F Mos, he will look like a total jackass. Jocular comments will appear in other zines. Ron Kelly may ressurect his Zine Rating Project just to castigate him. The game could even be declared irregular. On the other hadd, to deny the build will incite a storm of criticism from the Russian player, not to mention his allies, cantankerous readers and those who just love a fight. They will all point out that the section on builds says nothing against this unorthodox tactic.

There are however, some players for whom harassing the GM is not one of their prime reasons for playing Diplomacy. Myself, for example (I'll have to ask several of you to stop snickering). So consider the following board situation: You have Mos open for a build. England has an army in StP and another fleet in an adjacent province. The France-England-Germany triangle is somewhat stagnant, and so there are no compelling demands on England for that fleet. There is no chance of getting help from a German fleet.

Your long range goal of course it to retake StP, but as long as that English fleet is uncommitted elsewhere, this cannot happen. The best that you can do is Armies in Lvn and Mos, not enough to dislodge the supported army. Your building A Mos and/or bringing armies north will only cause England to arrange his alliances in such a way that the fleet will not be needed elsewhere, dooming your attempts to retake StP. Building F Mos will signal to England your "disinterest" in retaking StP while at the same time not tempting him by leaving it open. The goal of all this is to have England involve the fleet elsewhere in such a way that quick return is impossible. Indeed, it may be possible to get England to pull the Army out too, in much the same way that an English Fleet in StP often does not require a Russian army in Mos. If this happens, you may be able to retake StP merely by reasing A War. Otherwise, the carcass of F Mos will have to be disposed of. The simplest way is to "loan" a souther center to an ally, necessitating the removal of F Mos. Later, the center is taken back, and A Moe appears.

Alternatively, F Mos can be part of a plan not to retake StP but rather to avoid further war with England. This is especially true of England has taken StP with a fleet. This is somewhat

analogous to building F Smy when the Russians have a unit in Ankara.

In conclusion, building F Mos can be used to aggravate the GM, and to defend Mos without threatening StP regardless of your ultimate aims.

Normally, an article such as this ends at the end, not unlike a lecture without a homework assignment. Not this one, folks. For the following "excercise" you may use your rulebook and conference maps -- this is an "Open-Book" assignment.

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1. You have successfully gotten the GM to allow your F Mos. You now wish to move the fleet south from Mos to Sev, relying on their common coastline along the Caspian Sea. What approach do you use to the GM under the following conditions:
   a) (novices) You and the GM are closely allied in another game.
   b) (intermediate players) You are in no other games with the GM.
   c) (Advanced players) You have just stabbed the GM in a fall move in another game. This is a particularly brutal stab, because in the Spring move, the GM had save your ass by supporting you during a really serious attack.

2. You are the GM and have rejected the build. The player has come back with all the arguments listed above. What is your crushing response? Keep in mind that your response should not only devastate the player's arguments, but also insure that no one ever dares challenge you again on any other issue as well.

For those having trouble with question #1, here is a "hint". Chapter VII, Rule 1 states only that units may not move "to any location not specifically named." It does not state that locations not specifically named (e.g., the Caspian Sea) cannot be employed to show a common coastline.

---

compiled by Greg Costikyan

There are a plethora of regular board variants, many of which are amusing and/or fun to play. Since all of them can be described relatively briefly, I've compiled as many as I can remember and/or find rules for here. I've tried to give credit where I can---but, with Black Hole, for instance, the variant was designed a good deal before my time and is, in fact, so ubiquitous that I have no recollection of who designed it.

BLACK HOLE

1. After each Spring and Fall move, one province is randomly chosen to become "black holed". The province becomes impassable, in the same manner that Switzerland is impassable. Any unit present in the province when it is black-holed is eliminated.
2. Starting with Spring, 1904, oneprcviously black-holed province is "white-holed". This means that the province again becomes passable. Switzerland is considered to have been black-holed before the beginning of the game, and therefore Switzerland is eligible to be "white-holed".
3. A player may not derive support from a supply center in a province that has been black-holed. If a black-holed province is white-holed, its supply center status remains unchanged, and the supply center of the province (if any) is returned to the player who owned it when the province was black-holed, unless that player has been eliminated, in which case it is considered neutral.

NIELSON-DREWS BLACK HOLE

Designed by Harry Drews and Nielson (I presume)

1. At the end of each Spring and Fall move, one province is randomly chosen to become Nielson-Drews black-holed. This means that the province becomes a "free transit" province, and that a unit may move from any province bordering on the black-holed province to any other province bordering on the black-holed province without moving through the province. Example: Piedmont is black-holed. A unit may move from Venice to the Gulf of Lyon (for instance). There is no limit to the number of units that may traverse a black-holed province.
2. Any unit present in a province when it is black-holed is eliminated.
3. Starting with the Spring, 1904 turn, one previously black-holed province is white-holed at the end of every Spring and Fall move. The province returns to its normal status. Switzerla is <u>not</u> considered black-holed before the beginning of the game; it is impassable for the entire game.

DILUVIAN DIPLOMACY

Designed by Matthew Diller

1. At the end of every Spring and Fall move, one province is randomly chosen to change its land/sea status. That is, the chosen province changes from a sea province to a land province (if it is a sea province), or vice versa (if it is a land province). Provinces may change type several times during the game.
2. Armies in coastal provinces that become sea provinces become fleets.
3. Fleets in sea provinces that become coastal provinces become armies.
4. Armies in inland (non-coastal) provinces that become sea provinces are annihilated. Fleets in sea provinces that become inland provinces are annihilated.
5. Land provinces that contain supply centers and are changed to sea provinces lose their supply center status permanently. Victory is determined by possession of a majority of the supply centers that currently exist.
6. Each player at the beginning of the game may designate one home supply center as "unchangeable". This choice is irrevocable. "Unchangeable" status persists regardless of ownership.
7. Coastal provinces may obtain new coasts in the course of the game; provinces with multiple coasts obey the same rules that Bulgaria, Spain, etc obey in the regular game.

DILATORY DIPLOMACY

Designed by Scott Rosenberg

1. After each Spring and Fall move, one province is randomly chosen to have its supply center status changed. I.e., if the chosen province is a supply center province, it becomes a non-supply center province, and vice versa. It <u>is</u> possible to have "sea supply centers".
4. If a new supply center is created in a province that is within the borders of one of the major powers and that power is still in the game, and the province was never moved through by enemy units or was last moved through by fiendly units, then the new supply center is owned by and is "home" to, that power. He may build units there.

3. If a supply center is eliminated and then reappears, the last player to have occupied that province at the end of a fall move owns the supply center. If noone has done so, then the player who owned it when it was a supply center owns it again, unless he were eliminated in the meantime, in which ase the center would be considered neutral.
4. In all other cases, new supply centers are considered neutrals.
5. Victory is determined by possession of at least a majority of the current number of supply centers.

)UDNESS
)esigned by Scott Rosenberg and Greg Costikyan
. After the Spring 1901 move, one province is randomly chosen to be "dudded"; thereafter, one f the provinces adjacent to the dudded province(s) will be dudded (which adjacent province s determined randomly) at the end of each Spring or Fall move. In other words, the Dudness preads from an initial single province.
. Any unit in a province when it is dudded, or that moves into a dudded province, is randomly ransported to a vacant province somewhere on the game-map. (Hmm, that's an SPI-ism---I mean oard, of course). Note that units are eligible to be transported only to vacant provinces. ransportation, like dudness-spreading, occurs after the moves are adjudicated; thus, a unit rdered to move into a dudded province in a Spring move would be considered transported after ne Spring adjudications but before the fall moves.
. Dudded supply center provinces remain supply center provinces, and the player who owned the upply center when the province was dudded retains ownership of the province. If a unit moves nto a dudded province in a Fall move, it is considered to capture any supply center in that rovince before it is transported.
. Units may stand each other out of dudded provinces.
. A fleet randomly transported to a vacant inland province is destroyed; an army transported a vacant sea hex is destroyed.
Beginning with the Spring 1904 moves, one previously dudded province is chosen to be undudded the end of every Spring and Fall move. This province ceases to be a dudness province and turns to normal status.

OB DIPLOMACY
signed by Dave Barlow
At the end of the Spring 1901 moves, one province is randomly chosen; the name of this ovince is changed to "Blob".
At the end of each Spring and Fall move, one of the provinces adjacent to the Blob is random- chosen; this province merges with the Blob to form a single province. The Blob may be a ltiple supply-center province; for instance, if, in the course of the game, the Blob were to corporate three supply center provinces, the Blob province would contain three supply centers, d thus would be capable of supplying three units.
If there is a unit in the province that is merged with the Blob when the Blob grows, it is nsidered to occupy Blob province, unless there were already a unit in Blob province, in which se the unit in the merged province is eliminated.
The Blob is considered to be a "home province" to any player who has ever had a home supply ter province merged into the Blob.

RATING SUPPLY CENTER
Lew Pulsipher (I believe)
At the end of each Spring and Fall move, one supply center province is randomly chosen to e its supply center migrate. The supply center migrates to one of the adjacent provinces; ch adjacent province is chosen at random.
Migrating supply centers retain their ownership; if, however, a supply center migrates to rovince occupied by an enemy unit in a Fall turn, the supply center is captured by that unit.
There may be multiple supply-center provinces, i.e., provinces which contain more than one ply center. If such a province is chosen to be the province from which a supply center rates, only one of the province's supply centers migrates.
Sea provinces may become supply center provinces.

SCHIZODIPLOMACY
Designed by Mick Bullock (or so I am led to believe)
1. After each Spring and Fall move, one province is randomly chosen to split. It splits into two spaces, each occupying roughly half of the old province. The gamesmaster decides exactly how the space is to be split, and informs the players of how it splits. If there were a unit in the province, it becomes two units (one in each new province). If the province was a supply center, both new provinces are supply center provinces, both belonging to the player that owned the original province when it split (if any). Split home centers become two home center provinces.
2. In addition, one province is black-holed at the end of each Spring and Fall move (see Black Hole rules). Beginning with the Spring, 1904 turn, one province becomes passable.
3. Victory is determined by possession of a majority of the supply centers currently in existence.

ANARCHY
1. Anarchy, like most of these variants, can be played on any board. Each player (up to a maximum of 11 with a regular Diplomacy board) randomly chooses three supply centers as his home Centers. All centers which are not chosen as home centers are considered neutral.

TWIN-EARTH
1. There are two boards, one labelled "1", the other "2". Each Player controls the same country on both boards. Units may move from a province to the corresponding province on the other board; provinces are differentiated by putting the number of the board after the name of the province. Thus "Mun1" is Muhich on board one, and "StP2" is St. Petersburg on board 2. Units may only move from one boa5d to the other by moving to the corresponding province on the other board; thus "A Mun1-Mun2" is legal, while "A Mun1-Bur2" would not be.
2. The first player to control 35 centers total on the two boards together is the winner.

PLAGUE
Designed by Adam Gruen
1. Before Sp 01, one province is randomly chosen to be the province in which Plague begins; Naf and Tun may not have the plague begin in them.
2. After each Spring and Fall move, the GM rolls a single die for each adjacent province to all plagued province. If a 1 or 2 is rolled for a province, the plague spreads to that province. A province is plagued only for one season; in the following season, the province is not considered to be plagued.
3. Plague may never spread to sea provinces. For purposes of plague-spreading, Spa and NAf are considered adjacent, as are Wal and Bre, and Lon and Bel. Switzerland, while impassable, may obtain the plague.
4. A unit in a province that is plagued or becomes plagued is eliminated. A province that is plagued in the Fall may not support units in the following winter.
5. Should the plague die out, the GM may reinstate it in a randomly chosen provinces after two seasons have past. He must reinstate it before 4 seasons pass.
6. As an "historical scenario," the players may start the plague in Constantinople.

UTTER CHAOS
Designed by Scott Rosenberg with help from Greg Costikyan and Ray Heuer
1. This variant is a combination of Anarchy, Twin-Earth, Schizodiplomacy, Black-hole (Nielson Drews only), Diluvian, Dilatory, and Dudnexx. It requires a GM to randomly choose provinces. The following effects occur every turn: 2 Stonewall blackO-holes, 4 Schizos, 2 Nielson Drews black-holes, 2 Dilúvians, 2 Dilatorys, and 2 Duds. The effects are divided in half, so that one of each effect occurs on each board (except that 2 shizos occur on each board). In additi Twin-Earth is used, and each Player has 3 centers on each board randomly chosen as his home centers.
2. The GM controls one unit. This unit can't own SC's, and does not need an SC to supply it. If in a SC owned by another player, the GM unit may neutralize that center (i.e., turn it into an unowned neutral center) or leave it alone. If the GM unit is dudded, it is not randomly placed; rather, the GM may choose what province it moves to.
3. All conflicts that occur between the various rules will be resolved by the GM.
((Note: This variant is frankly unplayable. Its milder version, which follows, is playable, sort of)).

NEAR UTTER CHAOS

Designed by Scott Rosenberg, with help from Greg Costikyan, Ray Heuer, Ben Grossman, and Dave Barlow.

1. This variant is a combination of Schizodiplomacy, Nielson-Drews Black Hole, Stonewall Black-Hole, Blob, Dudness, Diluvian, and Dilatory.

2. The following effects occur after each Spring and Fall move:

4 Schizos, 1 Nielson-Drews, 1 Stonewall, 1 Squash (see below), 1 Blob, 1 Dilatory, 1 Diluvian. After 1903 (i.e, Starting with Sp 1904), the following effects are added: 1 Undud, 1 Stonewall White Hole, 1 Nielson Drews White hole.

3. If a Player has more than one build and has a multiple-supply center home province, he may build a multiple unit. I.e., if he has two builds and a two supply center home province, he may build a Double Army or Double Fleet (DA or DF). A double army moving into a province occupied by a single army which is not supported dislodges that army; the single army would have to have one or more supports to cause the DA's move to fail. A DA supporting another unit acts as if two armies were supporting that unit; however, an attack by a single army is sufficient to cut the DA's support. A DA may only be dislodged if the unit attacking the DA has two more supports than the DA. Generally the same rules for DA's apply to DF. A DF may only convoy one unit in a single season; a DA may be convoyed by a single fleet.

4. Squash is basically the reverse of Schizo; one province is randomly chosen, and a province adjacent to that province is randomly chosen; the two provinces then merge together to form a single province. If there was a unit in either province, it is considered to occupy the new province; if there were units in both provinces, both are eliminated. Squash may form multiple-supply center provinces.

5. The GM controls one unit, which he may switch at any time from an army to a fleet or vice versa. The GM may never own supply centers, and the GM unit requires no support. If the GM unit occupies an enemy-controlled center during a Fall move, it may neutralize the center (i.e., cause it to become an unowned center) if the GM wishes; alternately, he may decide to leave the ownership unchanged. If the GM unit is dudded, the GM determines where it appears, rather than it being randomly transported. The GM may write orders for his units after inspecting the orders of all the players; thus, the GM unit acts with prescience. If the GM unit is annihilated, the GM may randomly place a new unit (or he may determine where the new unit appears).

THE TUNISIAN OPENING

by Robert Bryan Lipton, Media Ecologist

Being a gamesmaster offers one many chances to gain insights into the minds of players. One of the things that astounded me recently was a player's confession of his real reason for playing Diplomacy. It was simple, yet revealing, and I want to share this bit of useful knowledge with you.

He said he played because he liked to win.

This information struck me with the force of a piledriver and set off many conjectures. This player played to win. Could it be other players also played to win? This is always the crucial portion of a piece of reasoning, to jump from the particular to the general. For many days, I struggled with this important question. I analysed it to see if the desire to win was peculiar to this one player. I even asked other players. Slowly a pattern emerged. Some people play Diplomacy to win.

As a noted man of good taste and ingenuity, I decided to write an article to help people win. This is one of them.

Let us suppose that you play Diplomacy to win and you are playing Italy in a particular game. Are these two statements mutually exclusive? No, for Italy has won games of Diplomacy. Some simple analyses shows all players who have won playing Italy have one thing in common: either they control eighteen supply centers, or the other players have agreed Italy would soon control eighteen supply centers. Could this be mere coincidence? I think not, for the 1971 rulebook states in Section II that control of eighteen center means victory for that player.

For the purpose of winning, we can make several statements about Italy. We will all agree, I am sure, that Italy has several advantages over, say, Albania in any attempt to win. Whereas Albania has no supply centers under its control at the beginning of a game, Italy has three. This means Italy need gain three less supply centers than Albania to be victorious. Italy also starts out with three more units than Albania, and since one can gain additional supply centers only by having one's units in those new centers following a fall move (Section XII.1, if you don't believe me), it becomes obvious to anyone with any tactical skill that Italy's chances are vastly superior to Albania's. So great is this advantage that Albania has never won a game, overwhelmed from the beginning by Italy's advantage. This may seem unfair, but the only way to have any certainty of not playing Albania is to put it at the bottom of your preference list.

Moving back to the subject of Italy's winning, we should next ask the question "Are there any other factors which all or most victorious Italies have in common?" The answer is an unqualifie yes. All victorious Italies control Venice, Rome, and Naples at one point or another in a game. However, this is not an assured way of winning. A check of over fifty games reveals the Italies control those three centers at some point in all those games, but only six Italies won in those games. While this is a helpful guide to the victory-seeking Italian player - make sure you control Venice, Rome and Naples at some point in the game - it would be preferable to find some other factor which has a higher correlation with an Italian victory. Is there one?

Yes, In 46 of 49 games to which I dedicated greater research, the Italian player controlled Tunis at some point. Thus correlation has increased from less that 12% for Italies who control Venice, Rome and Naples to better than 13% for the control of Tunis with victory. This is a significant increase.

I therefore submit the Italian player who seeks victory should try to take Tunis.

It is, however, very easy to say something should be done, but it is often very difficult to state how it can be done. Many hours spent over a gameboard have yielded an answer.

First, Italy should try to take Tunis in 1901. This may be greeted with guffaws of astonishment. "A unit", these doubting Thomases will gasp between chortles, "can move only to adjacent

spaces. It says so in Section VII.1 of the rules. Italy starts out with units in Venice, Rome and Naples; none of these border on Tunis. What you say is impossible!"

The superficial tacticians, thoughtless creatures, do not think of a brilliant (no, I am not being vain. This statement is made from observation of other players' movements) series of moves which can place Tunis in the grasp of the crafty Italian player.

To take Tunis in 1901, the Italian player should consider the unit in Naples. Section VI.3 of the rulebook states unequivocably it is a fleet.

Let us assume Italy makes the following move in Spring 1901:

Fleet Naples to Tyrhennian Sea

A check of the gameboard will reveal the fact this fleet, previously not adjacent to Tunis, now is adjacent to it! I am sure any decent tactician with the skill of, say, Doug Beyerlein can tell you this fleet can now move to Tunis, simply by writing the order:

Fleet Tyrhennian Sea to Tunis,

which move may be made in the Fall move.

Italy, having made these moves, will find he now controls Tunis, assuming no other country moves to Tunis at that time, and of the 49 investigated games, not one country has ever successfully opposed this move! (A check of the possible moves, or a significant portion of them, makes it statistically unlikely such opposition is possible). By the previously-cited section VII.1 of the rulebook, Italy now controls Tunis. The chance of an Italian victory have now been increased by more than 1%!

Careful study of the literature of Diplomacy has failed to turn up any article which names this strong - nay, powerful - opening. I trust my readers will therefore not take it amiss if, in return for imparting this tactical information to them, I assume the privelege of naming this gambit.

To name an opening, one should choose a name which is concise and descriptive. I therefore urge that in the future, this shall be known as The Tunisian Opening. Not "Robert Bryan Lipton's Tunisian Opening"; I am, as my friends know, a modest person, and seek not the laurels for doing good to all who seek the goal of guiding Italy to victory. The satisfaction of a good deed is enough for me.

DUDLAND

by Scott Rosenberg

((At one point, I wrote that I would print material in this Handbook covering every aspect of the Diplomacy hobby---including the press, which is one of the most important. However, it is somewhat difficult to, for instance, write an article on how to write press----the best way is simply to write it----and noone else produced an article on press. Therefore, I am reprintin here the entirety of the Dudland press series as it appeared in THE POCKET ARMENIAN.

((THE POCKET ARMENIAN, for those of you who don't know (ah, how quickly we forget!) was one of the premier zines of the second wave of the New York Conspiracy (the first wave being Duncan Smith and Nick Ulanov and the old Pouch; the second being The Pocket Armenian and Neiger' Pouch.) The Dudland series was written over a period of nine months by Scott Rosenberg, editor of TPA. It was one of the most widely read and discussed series in New York, although I cannot vouch for its reception elsewhere. In any case, Dudland is without one of the more interesting press lines to come out of the New York Conspiracy)).

CHAPTER ONE:

DUDSVILLE, DUDLAND: Reports from the Dud front indicate that the recent attempts of General Costodud to push back the encroaching Dudness have dudded out. No details are available, as the Dudness had dudded our correspondent.

CAPITALDUD, DUDLAND: "Your dudness! Your dudness!" cried out the court dandy Rayrilladud upon opening the Court mail. "There's a letter here from the Custodian of the Dudness!"

"Let me see that!" said King Neigerdud, snatching the letter out of the hands of the bewildered Rayrilladud. "We have no idea just who this mysterious Custodian is, but if the Dud gives us any more trouble, that'll be it for Dudland!"

The King opened the letter quickly, tearing open the envelope. Inside it was a simple note, nothing else. It read:

"SURRENDER OR DUD!!!!!"

The only other writing on the note was the words "Copyright 1975 by The Diplomacy Association. All Rights Reserved."

"Aha!" said the dandy. "That's it! The Custodian must be John Besho, Chairman of the Teedeeay Party over in Nyawk!"

"Shut up!" said the King, slapping the dandy over his head with his sceptre. "Don't jump to conclusions so quickly. It could just be a ploy to mislead us. Anyway, call all the members of our Council. We must review the situation and decide on a cohesive plan of action, before we are all Dudded!"

"Right away, your dudness!" Rayrilladud scampered out.

Soon, reverberating through the halls of Capitaldud Palace, came a sound too nearly resembling "Ding! Ding! The Council of Duds!" to be mistaken.

CAPITALDUD COUNCIL HALL, DUDLAND: The members of the Dud Council filed into the ancient Council Hall slowly, with due respect to the age of the room. One by one they entered: General Costodud, Chairman of the Dud Chiefs of Staff; Jadee-eldud, Secretary of the Treasury; Prime Minister Rosendud, resplendent in the clothes of state; Colonel Dillthadud, Director of the Dud International Espionage Service (DIES); and, finally, Justice Tud-Dud, famed jurist and Supreme Justice of the High Court of Dudland.

Other people present in the room were, as previously mentioned, Rayrilladud, the king's personal scribe and entertainer; Gaddodud, Secretary of Communications; Katsupman, an immigrant to Dudland who was knowledgeable in foreign ways and manners; Dopeydud, Council scribe.

The meeting was called to order with the traditional shout of "Hail to the Dud!"

The King began. "Without going through the usual formalities, I would like to skip immediately to the problem at hand. The Dudness has eaten up almost three-quarters of our great nation; all that is left is Capitaldud and Jamaicadud, and the land inbetween. All attempts at stopping the terrible onslaught of the Dudness have been to naught; Costodud here could tell us for hours all the different methods of counter-Dud that have been tried. But none have worked.

"Foreign aid from Hoosierarki, Canadyland, and Albion has been steadily diminishing, since only about 10% of materiel gets through. Every hour our prospects become bleaker. We still have no idea who the mysterious Custodian of the Dudness is, nor do we know how to stop the unrelenting appetite of this Dudness for our land.

"Ah, yes -- once Dudland was a nation to be reckoned with, a kingdom true and fair! Now it is but a shadow of its former self. No more can we afford to have splendid Dud Day parades, no more the royal pageantries and noble festivals, no more the glorious, triumphal processions. Only Dud..."

A pensive silence pervaded the room. Each thought back to his own membory of a pure Dudland, one unravaged by war and the atrocities of the Dudness.

Suddenly, a small black cloud drifted into the Council chamber. It was barely a few inches in size, a mere wisp. But on sight of it, each and every one of those sitting in the Council Chamber gasped and rose.

The wisp descended on the head of Dopeydud, the scribe. Those present heard a scream as though muffled and far off. Then Dopeydud was gone.

"Away!" shouted the King. "And stand not upon the order of your going!"

All exited the room in a hasty rush, as the wisp of Dudness sank slowly to the floor, as if bloated from an over-hearty repast.

* * *

'But Dudness here, in the very heart of Dudland, in Capitaldud itself! It is unthinkable!" exclaimed Prime Minister Rosendud.

"We have reason to believe," said Communications Secretary Gladdodud, "that this bit of Dudness was merely a spy sent out to scare us. This Custodian is no dud; as a matter of fact, he's pretty sharp. It fits in well with John Besho..."

"But this doesn't!" cried King Neigerdud, entering the room with a broad sweep of his robes and assumption of royal airs. "A missive from none other than Besho himself, in Nyawk, has arrived. Read it, scum!"

"TO HIS MOST SERENE DUDNESS KING NEIGERDUD OF DUDLAND," began Rayrilladud, snivelling and whimpering after narrowly avoiding the sharp kick that Neigerdud threw at him.

"It has come to our attention that your nation is in the midst of a terrible crisis, the likes of which have yet to be seen or heard by any other nation on the face of the world. Cognizant that if your assailant should prevail over your valiant defense, Nyawk would be the next to be overwhelmed by the unrelenting hordes of Dudness, we hereby announce that the Kingdom of Dudland is to be lent 1000 BESH PUPPETS, waiting only on the approval of this by the Inner Board of Directors, all of whose decisions you realize must be unanimous. These BESH PUPPETS should prove useful in combatting the dread menace that threatens the very existence of your beleagured nation.

"Good Gaming,
John Besho,
Chairman, Inner Board of Directors,
Teedeeay Party, Nyawk

"That's it, your Dudness --- oh, wait; here at the bottom it says 'COPYRIGHT BY THE DIPLOMACY ASSOCIATION. ALL RIGHTS RESERVED."

"Besh puppets?!?" mused General Costodud. "But none outside the Teedeeay Party have ever been allowed to use them! The secret weapon of Besho's, what won him his Directorship, in our hands! What we could do!"

"We can't accept this offer without serious international repercussions," said Rosendud. "The moment we get some Besh Puppets every two-bit revolutionary and his grandmother will be on our back trying to grab the whistles that control them."

"Yet," answered the King, "I think it is worth it. We can trust Dillthadud here to handle any, ah, insurrectionary actions, I'm sure. But this may be our last opportunity to stop the Dudness..

"Yes, Besho must indeed be worried for him to go this far. He must see that, after Dudland, Nyawk is next.

"Gentlemen, the Dudness must be stopped! This may be one way of accomplishing that end. Let us then take a vote in Council on the matter. Rayrilladud, please serve as acting Scribe."

Rayrilladud called the roll.

"General Costodud?" "Aye."

"Sir Rosendud?" "Nay!"

"Colonel Dillthadud?" "Whatever you say, Gil...."

"What was that?" (slap, slap, slap...) "Aye."

"Hon. Tud-Dud?" "Nay."

"Mr. Jaydee-eldud?" "Aye."

"DUD IN COUNCIL, MARCH THE THIRD, THE YEAR OF THE DUD THE SEVEN HUNDRED AND THIRTY NINTH:
THAT THE HIGH COUNCIL OF DUDLAND ACCEPTS THE GRACIOUS AND MAGNANIMOUS OFFER OF COMERADE BESHU OF THE TEEDEEAY PARTY TO DEPLOY A FORCE OF ONE THOUSAND OF THOSE MOST AWE-INSPIRING WEAPONS, THE BESH-PUPPETS."

"Done in Council, three to two."

"Thank you, gentlemen," said the King, with a sweep of his robes as he left the room.

"I still say it won't work," muttered Rosendud as he gathered his memoranda and other business of state off the desk and into his pouch.

"Yes," said Tud-Dud, "Neigerdud may be biting off a bit more than he can chew with this one. But that is the way with Kings and potato-lovers."

"Indeed..."

CHAPTER TWO

OUTSKIRTS OF CAPITALDUD, DUDLAND: The sergeant stood with his back to the large sign that said "DUDS Training Camp." In front of him, in precision ranks, stood one thousand BESH PUPPETS. Lying on the cold, desolate ground in front of each one was a small whistle. "BESH PUPPET are controlled by these whistles," the seargeant was saying to the 250-men of the "Dudland United Defense Systems" (DUDS), who stood staring in wonder at these marvelous contraptions. "You! Chest in, dud out!" he shouted at a member of DUDS who had fallen asleep. The chastised soldier immediately broke down and began to cry, screaming "I can't take it any more!" He was deleted from this press series, since this plotline has been exhausted.

Each sbldier of the 249-man DUDS walked over to the BESH PUPPETS and picked up a whistle. They stood there for a mement, puzzled. Finally one screamed out, "There aren't enough of us!"

SOMEWHERE IN THE DUDNESS: Dopeydud lifted his head groggily from the cold, damp floor of the room. He looked towards the front of the chamber and virtually gumped to the ceiling. "Welcom boomed a baritone voice. "I am...THE CUSTODIAN OF THE DUDNESS!"

"AAAAhhh!" screamded Dopeydud. The Custodian of the Dudness, nemesis of Neigerdud! For ages, ever since the first foray of the Dudness into Dudland, the whole mind and purpose of the Dudla loyalists had been bent towards discovering who this mysterious Custodian was. And now he, Dopeydud, a mere scribe, knew.

"Is that all you can say?" said the Custodian. "Ah, well, by your garb I can tell you are obviously a mere scribe. Drone! Take him away!"

Dopeydud was led out of the room by two dead-eyed men. As soon as he returned to his chamber, he began to think about what he could do to inform the people back in Capitaldud as to who the Custodian was. After a time, he devised this plot: he would take some of the bread he would be fed with and hang it out the window, thus attracting some birds. He would train one of those birds to go towards Dudland, and then he'd attach a note, telling who the Custodian was.

He set this plot into motion, daily rationing himself and taking half his food to place it outside the window. Eventually, a likely looking bird-victim appeared by his window. He painstakingly trained it day after day to fly in the direction of Dudland.

Finally, his day had come. He tore off part of his dirty clothing, and cut himself with a fork (they hadn't given him any knives). Whith his blood, he wrote this on the cloth:

"Just what are you doing?" shouted a familiar voice, booming across the room from the dorrway. "Seize him!"

Dopeydud was dragged away and executed.

The Custodian leaned over and picked up the note. "SO? They still haven't figured it out? What morons! They'll never win..."

CAPITALDUD PALACE, DUDLAND: Hiding in a closet, Colonel Dilthadud looked more like a broomstick. Nonetheless, he was hiding in this closet and stroking a red amulet violently. For a few minutes, nothing happened. Then, suddenly, a voice jumped out at him, deep and booming.

"Yes?"

"Please, not so loud. Listen, master, a thousand BESH PUPPETS have arrived here in Capitaldud. They're going to be used against you.

"Hmmm. Very well, they can be handled. How else have things fared with you?" asked the Custodian.

"Very well," Dilthadud answered. "No one suspects me, master."

"Excellent, excellent. Just let not that amulet come into anyone's possession but your own."

"Yes master."

"Very well..." the voice, trailing off, ended.

SOMEWHERE IN DUDLAND: "Look! Up in the sky! It's an albatross! It's an African Swallow! No---it's a BAGEL!"

The wise ones talke of a Cosmic Bagel and the goodness that doth permeate it; and some make the claim that, within its limitless and endless center hole, doth exist an entity known as UNDUD. And its symbol was that very Cosmic Bagel.

"IN THE BEGINNING WAS THE DUD, AND THE DUD WAS WITH UNDUD, AND THE DUD WAS UNDUD."

("But how can dudness by undudness?" "Shut up, Dill!")

So much for theology.

SOMEWHERE IN THE DUDNESS: A Small being is being led to the guillotine but a hooded executioner. Branded on his forehead is the word "DOPEYDUD." The being says to the executioner, "Can't we talk things over?"

NYAWK: "What now, master?"

"Listen carefully, Konvulcuk. I am your master."

"Yes, master."

"You are to travel to Dudland and fall in to the tanks of my Besh Puppets. From there, you will witness all of the movements of the Puppets and everything else that you can see. Report to me each night on these events by way of our special PuppetPhone."

"Yes, master."

"You shouldn't have too much of a problem. Just act like a normal lower level Besh Puppet and follow the whistles, and above all remember to say 'DOO! DOO!' at all times."

A CLANDESTINE LOCATION IN DUDLAND: "Yes, my colleagues, we must contribute to the fight against the Dudness in one way or another. What say you, Sacerdud Gorham?"

"Well, we could interdict the lot of 'em,"

"Unfortunately, that would have no effect, since no one in the Dudness gives a damn whether or not they are interdicted. Any other suggestions?"

"Well, we could start an Inquisition...."

A MUNITIONS FACTORY IN DUDLAND: "You! Johnson! You've been slacking off recently. In fact, you've been doing so little work I might think you're in league with...the enemy!"

"Well!" Said Johnson. "I didn't expect a Dudness Inquisition!"

booooooOOOOOMMMM! "No one expects the Dudness Inquisition! Our chief weapon is incompetence, incompetence and inefficiency--TWO chief weapons! Inceompetency, inefficiency, and the stupidity of our leaders---Three weapons! Three chief weapons! Incompetence, inefficiency, the stupidity of our leaders, and the ineluctability of defection---FOUR CHIEF WEAPONS!"

"Uh, excuse me---those aren't weapons, but rather hindrances."

"Well, yes, I would suppose so. But you don't want me to go through that whole routine again, do you? No. So: you have ONE LAST CHANCE. CONFESS the heinous sin of Dudness! REJECT the works of---TWO LAST CHANCES! CONFESS..."

BACK AT THE CLANDESTINE LOCATION: "I think we've got our man, Sacerdud," said a dayglo-yellow-robed monk.

"Who is 'e?" said the slurred-voiced Sacerdud.

"General Costodud!"

"Hud? But Why?"

"The name. Not only do we think he's a traitor, we think he is..."

"Custodian of the Dudness!"

CHAPTER FOUR

A COMMAND POST AT THE FRONTIER OF DUDLAND: General Costodud was poring over the latest reports of the encroachments of the Dudness. The war was not going well; the Dudness has just devoured the crucial highway 61 that connected Capitaldud to the coast and on which were carried most of the imported supplies to Dudland. There was a knock on Costodud's door. "Come in," he said absently.

"Are you General....Costodud?" a robed figure said conspiratorially.

"Why yes," the general answered. "What can I do for you?"

"Your life is in great danger, O General," the figure said. "You must leave Dudland at once!"

"And leave her armed forces leaderless? Whatever for?"

"The Order of John B. is convinced that you are the Custodian!"

The general let out a loud guffaw. "ME? That's incredible! I've been the chief proponent of the hard-line anti-Dudness policy for years!"

"Nonetheless, the Order has a warrant out for your arrest. I, as a high-level member of that Order who disagrees with its decision, know of the only place in this area where you will be safe. Let me save you."

"I'm going to need more proof before I run off like a toad!"

"Then stare at this." The robed figure pulled a scroll of parchment from within his fold and unrolled it for the general's perusal.

Costodud read: "WE, the Royal Person of Dudland, do call up for trial one Costodud, son of Costikdud the Protestant, now a general in our Army, on charged of treason and conspiracy."

With horror, he saw the royal seal of King Neigerdud at the bottom.

"Is that enough for you, O General?"

Costodud did not answer, but strode over to the door. The figure followed.

A TRAINING CAMP IN DUDLAND: Kovaldud was worried. Here he was, standing in a line of Dudness Puppets, trying to impersonate one of them, and now this stupid-looking lieutenant was standing before him, obviously curious about something.

"This one sure is funny-looking, isn't he, Captain?" the lieutenant said to another officer. "Let's see if he works."

The lieutenant pulled a small whistle out of Kovaldud's pocket and blew on it. Kovaldud began saying "DOO! DOO!" at a very high pitch.

The lieutenant said "March!". Kovaldud marched. The lieutenant said "Sit!" Kovaldud sat. The lieutenant said "Salute!". Kovaldud saluted. The lieutenant said "Run!". Kovaldud ran. Kovaldud wasn't worried any more. He was used to being ordered around and fit very well into this mode of existance. He was well trained.

COUNCIL HALL, CAPITALDUD: The familiar ring of the Summoning Bell of the High Council of Dudland resounced through the Palace's halls and narrow corridors. The King dispensed with the formalities of singing "Hail to the Dud" and got straight to business.

"Well, gentlemen, by now you've heard the results of the Besh Puppet offensive...General Costodud, please report on these developments...General Costodud?"

"General Costodud was arrested and is awaiting trial, your Dudness," answered the Honorable Tud-Dud. "Don't you remember signing the arrest order?"

"Ah yes, very well...I hereby appoint Colonel Dillthadud as Commander of my Armed Forces. Colonel, report!"

"Yessir. Force 'A' of 1000 Besh Puppets advanced to location 'Alpha'--here--" (pointing to a map) "and seized hill 'Bravo'. They then disappeared."

"Huh?"

"No more was heard from them..."

"Well, goshdarn it all, WHY?"

"We suspect it was the work of your traitorious ex-commander, Costodud."

HILL BRAVO, DUDLAND: Kovaldud huddled underneath the boulder and pulled out his PuppetPhone. "Yes, Kovaldud?" the familiar voice of his master rang out, for only him to hear.

"Master, terrible news. The whole force has been vanquished! A force of 1000 conventional soldiers in the pay of the Custodian charged at our force screaming 'Veritas Vincit! Veritas Vincit!' The whole horde of Besh Puppets scattered in dismay..."

"Well, then, Kovaldud; you have failed in your mission. I suppose we'll have to terminate your puppetship."

"No, master! Anything but that!"

"Very well, we'll kill you." A loud, high-pitched noise was emitted by the PuppetPhone. It exploded, and left Kovaldud collapsed in a heap.

BACK AT THE COUNCIL MEETING: "Very well, I suppose that concludes the military part of the meeting.

"I have called a very special guest here today. He has headed up a secret project--unknown to you, funded by the Privy Purse--which has been investigating the scientific side of fighting the Dudness. The name of the project--Operation De-Dud. The scientist--my Minister of Science, Tibordud."

The man walked into the room and began to speak. "Our research has led us to many strange lands through many far-off areas. Many of our avenues of approach have been dead ends--but others have each yielded, albeit grudgingly, tiny bits of information. We have compiled this information and fed it into our giant computer, Dudivac. Theoretically, Dudivac should have told us the final answer to the Dudness problem. Instead, all we get is the signal "DUD OUT" -- which is computer jargon for "stop babbling--these data make no sense."

"We shall continue to analyze our data. Perhaps we are missing one vital link. Whatever the case may be, you man be sure that we scientists our doing our part for Dudland.

Indeed, Tibordud was closer to his answer than he realized. But, for the meantime, Dudland continued its losing fight against the dread Dudness.

CHAPTER SIX:

CAPITALDUD PALACE: Rayrilladud, as usual, picked up the royal mail in the morning and brought it to the King.

One of this day's letters had a strange insignia on it. In the place where a member of the royalty's seal would normally be was a small drawing of a face that really consisted of a few straight lines with a mustache at the bottom, like the drawing to the right here:

Just as the King was about to open thatletter, curious as to its contents, Prime Minister Rosendud walked in. The moment he saw the insignia, he cried out; "Stop your majesty! You are in mortal danger!"

"What babbling is this?"

"That letter in your hand is from Sir Rodney du Walque, a little-known knight from far-off Californeiay. He has a habit of sending very, very nasty letters."

"And in what way, may I ask, are these letters nasty?" The King'- voice was cold.

"They contain....grave slanders, sir."

"Slanders? And how, may I ask, can these slanders harm me?"

"Well, your majesty...you may not believe this, but...you see...they jump out and attack you. Your probably don't belive me, but I beseech you, don't open the letter. Let a minion open it."

"Ah, very well. Rayrilladud, open this letter."

Rayrilladud picked up the envelope and a letter opener. Slowly, carefully he ripped it open. He pulled out the letter and opened it up.

Almost too quickly for the eye to notice, certain words from the text of the letter--like "conspiracy" and "irresponsible" and "take-over" and "New York"--removed themselves from the paper and launched an assault on Rayrilladud's face. "AAAAAAAAAAAAAAGGGGGGGGGGGGHHHHHHHHHHHHH!" the jester screamed.

"Quick! Take him to Scik Harbor! This looks bad. Will he make it?"

The royal physician moved forward from his position on the far left of the room and said, "Most likely...but those are pretty serious wounds."

"Who is this Sir Rodney, anyway?" the King asked his Prime Minister.

"He's an old, slightly quacky noble who gets his kicks by doing things like this. Really harmless, as long as you know about...things like that."

At that moment, s-me loud noises were heard from the doorway to the Royal Hall. "You must let ne in!" a muffled voice cried out. The doors opened with a kick and in tumbled Science Minister Tibordud, two guards vainly clinging to his clothes.

"I have it, sire! I have it!"

"What, Teeb? What?"

The guard fina-ly dragged Tibordud out of the chamber.

THE COURTS OF CHAOS: The Custodian of the Dudne-s lolled on his red velvet couch and thought about the events transpiring. Dudland was finished; there was little left besides the final coup de grace, which was both necessary and important, yet whose outcome was virtually decided before hand. The grey masses of Dudness had done their job admirably. After Dudland was totally ravaged, the Custodian could turn his ambitions elsewhere...to New York. That would require different tactics, however; a different weapon for a different enemy. In Dudland he had used the Dudness; in New York he'd use...ah, but that was still a secret!

CAPITALDUD PALACE, DUDLAND: "What was all that commotion about?" asked the King, just saved from an assassination attempt.

"Obviously Tibordud has something that he consi-ers of some importance," answered Prime Minister Rosendud.

"Then let him in, dolts!" the King said to the two guards.

Tibordud opened the door and straightened out his rather badly mussed black jacket. He slammed the door behind him in the faces of the two guards.

"Your majesty, I have the answer." He paused for a moment, for emphasis.

"What answer?"

"The answer to defeating the Dudness."

"Well? What is it?"

Tibordud stared into space. "Ah, yes. What is it?"

"THE ANSWER, CLOD! THE ANSWER TO THE DUDNESS! TELL US, ALREADY!"

"Oh, *that*. Dud out."

"YOU...YOU INSOLENT....GUARDS, TAKE HIM AWAY!"

A CORRIDOR BENEATH THE PALACE: The guards were leading Tibordud down into the catacombs beneath Capitoldud Palace. "Gee, this would make a pretty good real-life dungeon. I can just imagine the Beholder in t-ere, and the chest over there, and a bunch of hobgoblins behind that door, and--" Tibordud was silenced by the crack of a whip to his back.

BACK IN THE THRONE ROOM: "Your highness, he *might* have something with which to beat the Dudness, and, if so, wouldn't it be worthwhile to bear his, er insolence?"

"I suppose so...but what nerve! Telling *me* to dud out! All right, let's go and visit him."

They walked down a stairway and into a long corridor. They stopped three doors along on the right and walked in. King Neigerdud said, "Listen, could you please tell us the answer?"

"Dud out!"

"YOU...YOU GODDAMN MEASLY LITTLE SHADOW OF A TOAD...YOU.."

"No, no, no, You don't understand! That's the answer--dud out!"

Neigerdud was about to launch a powerful kick in Tibordud's general direction, but the Prime Minister restrained him. "Hold on---could you please explain that for us?"

"To dispell the Dudness, you just tell it to dud out!"

MILITARY HEADQUARTERS, CAPITALDUD REGION: A complete change in strategy, tactics, and doctrine was effected in the Dudland Army. No more guns. No more artillery. No more cavalry charges with sabres sweeping. Just megaphones.

A crash training program was instituted. Considering how little time there was left to Dudland, it was worse than crash--it was lover's leap. The program took about thirty seconds per soldier. The trainer said "Dud out!" to the soldier, who replied "Dud out!". This was repeated with megaphones, and the soldier was on his way back to the front lines, armed with a more potent, more dreaded weapon than yet wielded on the battlefield against the Dudness.

CHAPTER EIGHT:

CAPITALDUD PALACE: The Royal Guard of Dudland was assembling on the city Mall for what was hoped to be the last battle. In one month the tide of war had turned. From a land almost totally infested with Dudness, Dudland had become rid of that menace. Now the King girded his troops for the final attack on the enemy stronghold at the Courts of Chaos.

A dusty, bedraggled, stunted old man blocked the King's path down the Mall. The guards told him to vacate the premises, but he insisted on speaking to the King. They would have hacked his head off had not the King bade them keep still.

"What do you wnat, O foul-smelling sooth-sayer?" he asked.

"Only that you beware defeat in victory, O King! And when the time comes that you will know, remember that the answer is Undud."

The man then scurried away before the King dould question him further. No one but Neigerdud heard the words.

THE COURTS OF CHAOS: King Neigerdud surveyed the surrounding flatlands. This entire area had, until recently, been covered by that hideous grey mist that constituted the Dudness. Now, although it was stripped of life, it was normal again--and would no doubt become fertile with time.

But there was one more trial left. For King Neigerdud faced the greatest bastion of Dudness on this plane: the *sanctum sanctorum* of the Custodian of the Dudness. The mists surrounding this imposing black fortress was the thickest and most gloomy that any in the party had yet seen. It loomed up over the plains, denuded now of its protective coat of layer upon layer and mile after mile of inferior dudness. Yet such stripping could not easily cow this mist. For it was the Master Race---the most powerful type of Dudness ever to exist, cultivated by the Custodian for his personal protection.

Neigerdud and his army did not attack it---not in the normal sense. The army was not even armied---again, not in the normal sense. Each soldier carried a small megaphone.

At a signal, each soldier raised his weapon to his lips and shouted the words that had been discovered by Tibordudl. "Dud out!"

The mist quivered, but remained in place.

Andagain the megaphones rang out their de-dudding message. Again the mist quivered. A third time the megaphones blew. Bits of the mist at the edges diffused into the surrounding air and were seen no more.

The fourth time the 'phones bloew, the entire mass of mist shook as if assualted by heavy winds, and larger and larger chunks split off and disappeared into the asmosphere. The fifth time, a large gash appeared in the mist toward the left, but thrrest of the mass did no more than quiver. The sixth time the mggaphones rang out, the mist stood firm---yet it seemed to all who watched that this was a final defense, a last reserve of strength. And the horns rang "Dud out! a seventh time. And with an earth-shaking crash and a whirlwind that seemed to nearly toss the immense stone bastion into the air and flip it on its back, the mist was gone.

Neigerdud strode up to the gates of the Tower and knocked. "What do you want?" a muffled voice within said. "Your nemesis is come!" the King stated unequivocally.

The door opened to revel a figure well known to the party. "Costodud!"

"So? You would execute me for treason, and expect me not to go over to the other side, even though I hadn't before then? Indeed you could have shown some mercy, some justice, rather than condemn one of your most trusted officerst to death..."

As the turncoat was saying this, he edged closer to the king. At the last words, he revealed a dagger. The dagger plunged at the King's heart.

At the last second, a small cloud of grey mist whizzed in and devoured the knife. A voice boomed from off within the tower.

"This one is mine to deal with!---Come in, come in, my good king. I have been awaiting your arrival with great anticipation."

The King and his party walked into the castle. The voice continued, seeming to issue from the walls themselves. "Indeed, I have made splendid preparations for your entertainment here."

Neigerdud was prepared for this. He knew that the Custodian would send various apparitions at him, but that they were all made up of dudness and as such could be dispelled.

A giant tiger confronted them, filling the corridor. "Dud out!"

A horde of wasps. "Dud out!"

An army of wizards. "Dud cut!"

Finally, the very walls of the corridors met each other, in front of and behind the party. It seemed that they were surrounded. The King gave the order again, and again the words rang cut: "Dud out!"

Suddenly, the walls disappeared, and the party found itself in an immense throne room. Seated at the head, on a dais as high as it was long, was the Custodian himself. He was completely shrouded in dudness so grey as to be considered black by all human eyes.

CHAPTER TEN:

THE COURTS OF CHAOS: Welcome, welcome, my friends," said the Custodian of the Dudness. His head was enshrouded in the thickest dudness, so that none in the King's party could tell who he was. All that clearly distinguished him as the quintessence of Chaos was the staff he held in one of his hands--it was impossible to tell which, as all that was visible was the tip, which extended beyond the ragged edges of dudness. At the very tip of the staff were eight arrows arranged in a circle--the Symbol of Chaos, which was repeated in a design on the ceiling above the Custodian's dais.

"I was hoping you'd get this far. It should prolong my enjoyment of the game." The voice came at them from all sides, even though there was quite obviously only one entity from which it emanated. "Come, come, use your weapons on me! I *command* you!"

The host of megaphones blared their familiar message. There was no result, other than the Custodian's yawnning. "You see, your weapons cannot harm me. The reverse, however, may not be true!" The Custodian extended his hand out, palm downward, and uttered an incantation. The King's party saw one of its guards tossed into the air, to land head first. A cloud of dudness swept in from above and spirited away the remains. Another wave of the hand; another incantation. A 16-ton weight---clearly labelled---fell from the high, vaulted ceiling directly onto another guard. The Custodian spoke. "I have a new weapon to show you, gentlement---it is called 'The Dud Missile

He extended his hand and from each fingertip came a sliver of mist, that upon toughcing a target (again, in all cases, guards) completely enveloped it in dudness and disappeared, along with its

target---"Can you defend against *that* O Lords of Dudland?" The King did not accept the bait and give a taunting reply. He stood silently. But the visage of the Custodian turned from the glee of a wolf slobbering over his prey to the fear of one cornered.

For the King was king no longer---he had assumed the Aspect of something greater. He spoke, piercing the grey mists of that hall, spearing through the muddled thoughts of those there, butting through the long-spinned webs of illusion in that tower, breaking down the veil of spell carefully woven for ages upon untold ages there in the Heart of all Dudness. His words assumed a physical state, parting and slicing all traces of evil in the room, forcing their way inexorably towards their desination, the Custodian himself:

UNDUD

As the King spoke, he assumed in full, for an instant, the shape of the entity whose name he uttered. But just for an instant. The Custodian lay on the floor. All traces of dudness were gone. Everyone where was stunned to see his identity---none other that Tud-Dud himself!

"This clears many things up..." the King muttered.

CAPITALDUD PALACE, DUDLAND: The High Council of Dudland met once more--no longer gloomy amidst the trials of war, but now cheeful. King Neigerdud spoke. "My job here is finished. My whole reign has been spent in the long conflict with the Dudness. Now that our 'dud-out' extermination squads have eradicated every last bit of Dudness, the threat to our land is done with. I am wary of the struggle...I intend to abdicate and spend the rest of my days preparing the definitive History of Dudland."

Gasps arose from everyone around the Council table. "No, do not protest---I am determined. The obvious problem to be settled is who shall be my successor. I would like to hear your---"

The King was inte-rupted by a loud crack from above. From the ceiling descended a cold, sleek sliver of intense greyness. It touched the King's crown and immediately enveloped him in mists familiar to everyone in the room. Before anyone could speak, he was gone. But the mists remain

Finance Minister Jaydee-eldud rose from his seat. "Well, gentlemen, he was obviously going to appoint me his successor, so if you don't mind---"
"We do indeed mind!" cried Secretary of Communications Gladdodud. "As a matter of fact, the King confided in me last week that *I* was to be his successor!"
"Not to contradict you, sir," said Colonel Dillthadud, "but the Tetrahedron was in its offices, along with miles of military records, a signed statement by the King that the Chief of Staff of the military will rule in his stead should a national emergency arise---"
"Coerced, I'll bet," said someone indeterminate.
"As the King's *personal* amanuensis--" "That's funny, I thought you were his slave!"
"---The Knig told me I should faithfully continue the management of government in his absence," Kayrilliadud told the group
As the argument broadened, no one noticed the cloud of dudness enveloping the room, spreading from what used to be the King. It seeped out the doors and windows of the room, into the heart of Capitaldud City.

The only member of the High Council of Dudland who was not presenting some sort of claim to the throne was, strangely enough, Prime Minister Rosendud. At the inception of the argument, he had slipped off to a corner of the room. He sat there now, an amused look on his face. If anyone else in the Hall had looked at him, he would have noticed a subtle change in his garb; he would also have noticed that his Staffof State (his by right of office) had acquired an eight-arrowed symbol at its tip.
"I am now King of Dudland!" someone said.
"Oh year? Where's your crown?" said another.
"*He's* the King!" "*I'm* King!" "No you're not! *I'm* King!" "Why King? *I'm* Emperor!" "You are not!" "I am *too* King!" "*I'm* an Archduke!" "*I'm* Pope!"

As the Dudness spread itself, once and for all, from its center in the High Council Hall of Dudland through the streets of the capital, and throughout the entire land, until everything was occluded by the grey mist, Rosendud calmly proclaimed, "*I'm* the Custodian."

FINIS

LEST DARKNESS FALL
Diplomacy

A Variant in One Act by Greg Costikyan

Note: This variant is not actually based on Sprague de Camp's LEST DARKNESS FALL, but takes place in approximately the same era---that of Justinian.

A. The rules of LEST DARKNESS FALL DIPLOMACY are those of regular Diplomacy as outlined in the 1971 Diplomacy Rulebook (copyright by the Avalon-Hill Company) except as noted below.

B. The seven players represent the East Roman Empire, the Khanate of the Avars, the Kingdom of the East Goths, the Kingdom of the Franks, the Sassanid (or Persian) Empire, the Kingdom of the Vandals, and the Kingdom of the West Goths. The first season is Spring 526 C.E. Initial positions and initial province ownership are:

AVARS: DA Lombards, DA Transylvania, A Dniestr. Owns: Lombards, Carpathia, Dniestr, Gepids, Transylvania.

EAST GOTHS: DA Ravenna, A Massilia, A Pannonia, A Dalmatia, A Venetia, 1 MF Ravenna, 1 WF Ravenna. Owns: Massilia, Ravenna, Rome, Ancona, Apulia, Sicilia, Venetia, Dalmatia, Pannoni

EAST ROMAN EMPIRE: DA Syria, DA Eufratensis, A Pontus Polemoniacus, A Epirus, A Dacia, A Pisid ia, A Libya, 2 MF Pheenecia, 1 WF Phoenecia, 1 MF Nicaea, 4 WF Nicaea. Owns: Epirus, Dacia, Morea, Thessaly, Pisidia, Thrace, Nicaea, Lydia, Phrygia, Paphlagonia, Pontus Polemoniacus, Cappadoci-, Lycia, Cilicia, Eufratensis, Syria, Phoenecia, Cyprus, Palestine, Petra, Egypt, Libya, Cyrenaica.

FRANKS: DA Austrasia, A Lyonnesse, A Aquitaine, A MAyence. Owns: Aquitaine, Lyonnesse, Neustria, Austrasia, Mayence.

SASSANIDS: DA Nisibis, DA Mosul, A Arbela, A Seleucia, A Babylon. Owns: Nisibis, Mosul, Seleucia, Arbela, Ctesiphon, Babylon.

VANDALS: A Africa, 3 MF Africa, 5 WF Africa. Owns: Africa, Byzacium, Numidia, Mauretania Sitiensis.

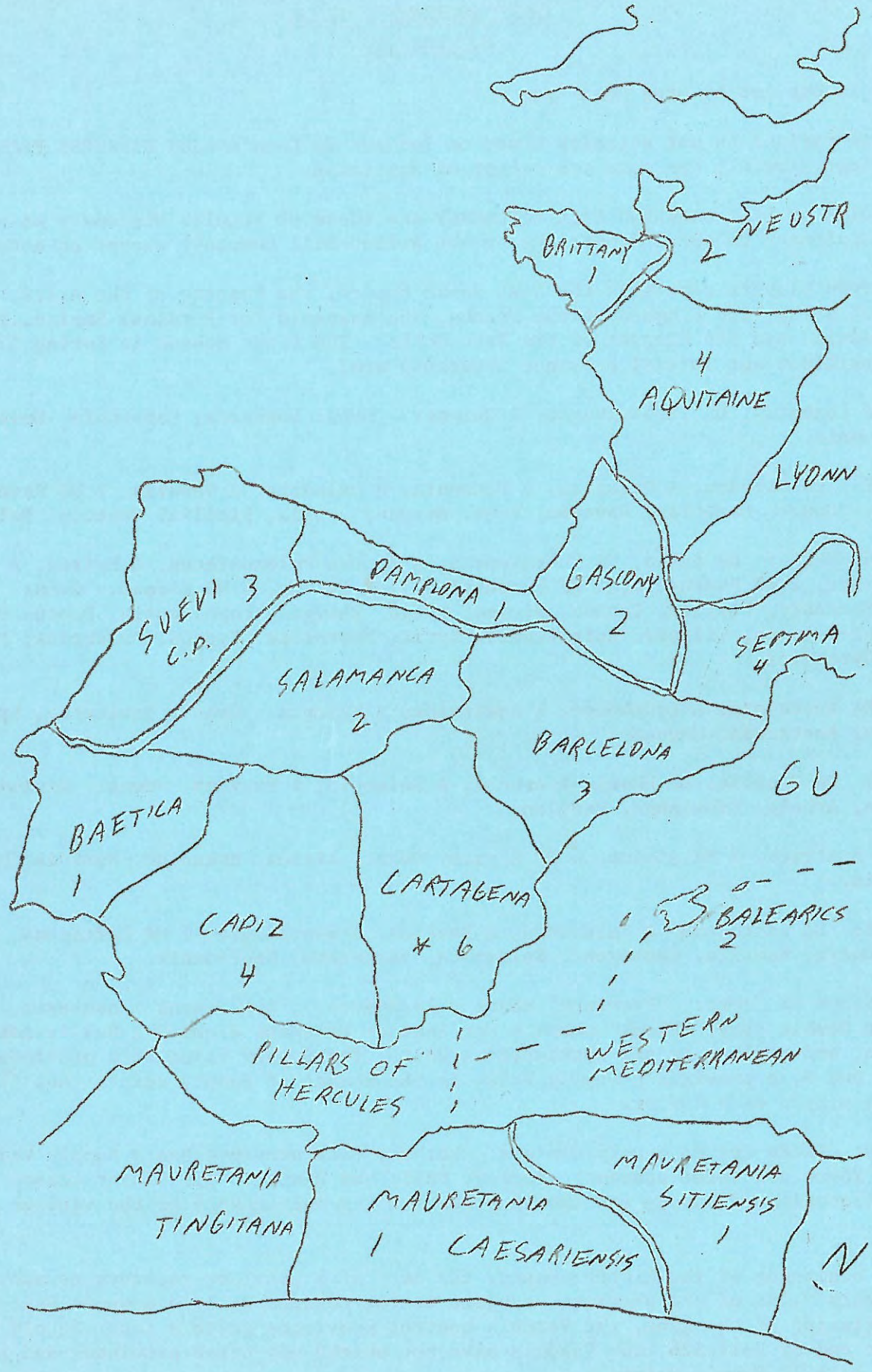
WEST GOTHS: DA Cartagena, A Salamanca, A Baetica, A Septimania, 1 MF Cartagena, 1 WF Cartagena Owns: Cadiz, Baetica, Cartagena, Salamanca, Barcelona, Septimania.

C. *Definition of Terms:* "Province" means a land-area; "Sea" means a sea-area. "Unit" means an Army or Double Army; "Fleet" means a Warfleet or Merchant Fleet. A Sea is not considered a province, and a fleet is not considered a unit. The Supply Value of a province is a number between 0 and 9; a province's Supply Value is the number of supply points that it yields to its owning player each Winter.

D. *Supply:* There are no supply centers. Rather, each province has a Supply Value between 0 and 8. There are three seasons: Spring, Fall, and Winter. The Winter season is reserved for the allocation of supply and the construction and maintenance of the various units and fleets.

1) At the beginning of the Winter season, the owner of a province receives as many Supply Points as the Supply Value of the province, subject to the conditions laid down in Rule J. Example: At the beginning of the game, the Vandals control provinces worth a total Supply Value of 18. If, at the end of Fall 526, the Vandals have not seized any other provinces and have lost none, they will gain 18 Supply Points.

2) Supply Points may be expended to build or maintain units or fleets in the winter in which they are accumulated, or they may be "saved" and expended in later years. The GM must keep a running total of "saved" Supply Points for each player. Players may also give each other Supply Points (see Rule K.)


BRITTANY
1
2
NEUSTR
4
AQUITAINE
LYONN
SUEVI
C.P.
3
PAMPLONA
1
GASCONY
2
SEPTIMA
4
SALAMANCA
2
BARCELONA
3
GU
BAETICA
1
CARTAGENA
6
3
BALEARICS
2
CADIZ
4
WESTERN
MEDITERRANEAN
PILLARS OF
HERCULES
MAURETANIA
TINGITANA
MAURETANIA
1
CAESARIENSIS
MAURETANIA
SITIENSIS
1
N

Note that units and fleets have different costs for construction and maintenance; when a unit is constructed (i.e., built), as many Supply Points as indicated under the "Building" column of Table D must be expended. If a unit is in existence during a Winter season and the owning Player wishes to maintain it (i.e., keep it in existance for another year) he must expend as many Supply Points as indicated under the "Maintenance" column of Table D. Note that Players are never forced to maintain units; a player may remove any of his units or fleets during a Winter season.

3) A player may build units in any province with a Supply Value of 3 or more that he controls. A player may build fleets in any coastal province with a value of 2 or more that he controls.

TABLE D:

Unit or fleet:	*Building Cost:*	*Maintenance Cost:*
A	3	3
DA	9	7
WF	4	2
MF	2	1

E. *Double Armies:* Some players begin with Double Armies (abbreviated "DA"); all Players may build Double Armies at the cost indicated above. If a DA moves to a province occupied by an unsupported single army, the single army is dislodged. A DA supporting another A or DA supports as if two A's were supporting; however, an attack by any unit (A or DA) on the DA cuts the DA's support. If a DA moves to a province, it moves as if it had one support in addition to any other supports it has. An attack by a single army with one support or by an unsupported double army is not sufficient to dislodge a double army. In other words, a DA acts as if it were two armies in a single province mutually supporting each other.

F. *The Seize Order:* Players do not automatically gain possession of a province by occupying it during a Fall Season. In order for a player to gain possession of a province, one of his units must first seize the province.

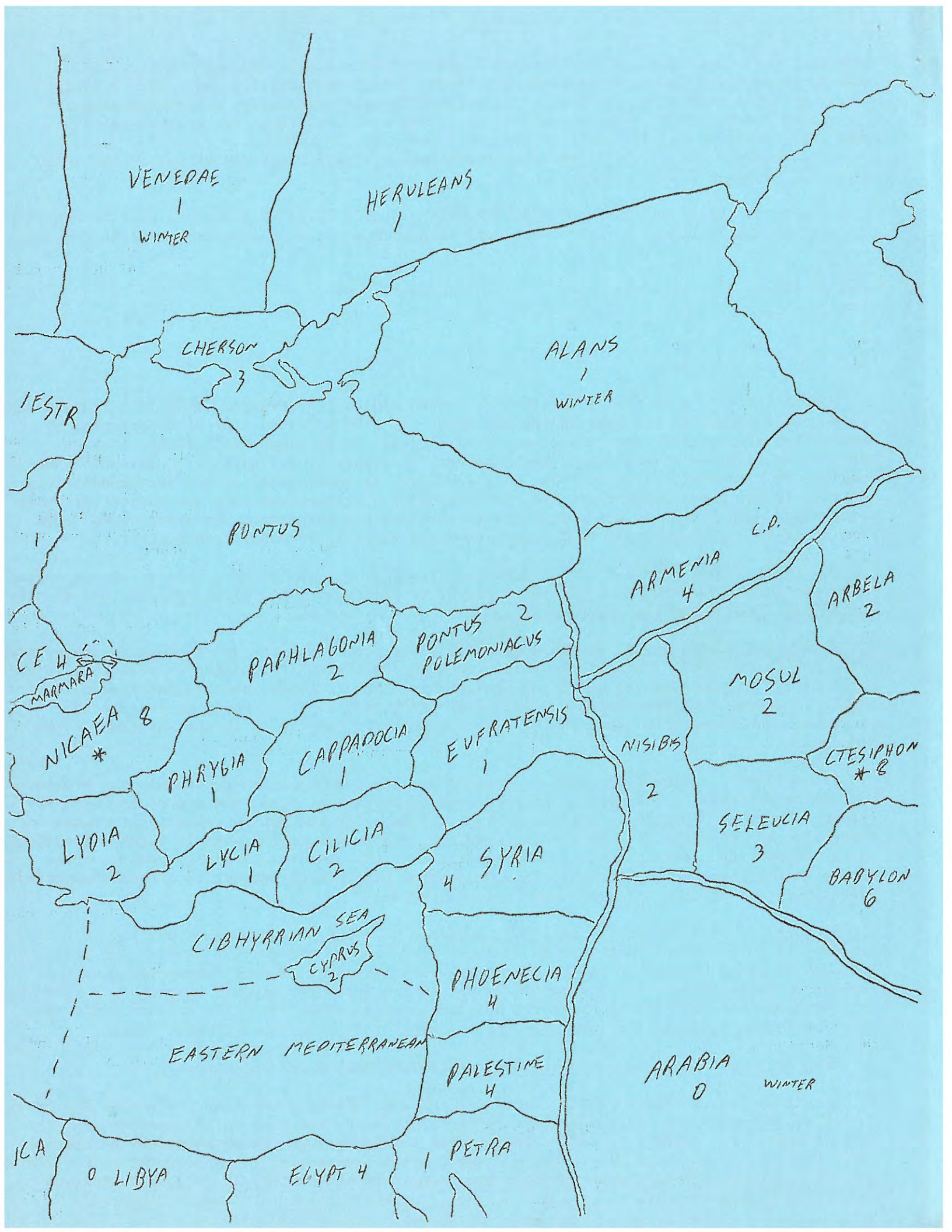
All armies and double armies may be ordered to seize provinces; the seize order is abbreviated "sf" (for "seize for"). A unit may seize a province either while holding or moving; if a unit moves it may only attempt to seize the province to which it moves, not the one from which it moves. A moving unit successfully seizes a province only if it succeeds in entering that province. A holding unit successfully seizes a province only if it is not attacked in the same season.

2) If any unit is ordered to seize a province and its seizure is unsuccessful, the province becomes Devastated. A Devastated province remains Devastated until the end of the next Winter season. Devastated provinces produce no Supply Points for the owning Player, but remain controlled by the player. A Devastated province remains Devastated even if later successfully captured; provinces only recover from Devastation at the end of each Winter season, after Supply Points have been collected. If a Devastated province is subject to a second unsuccessful seizure, no further affects occur to that province.

3) Example: A unit holding in Barcelona attempts to seize that province, but the unit is attacked by an enemy unit moving from Gascony. Even though the holding unit is not dislodged, its seizure fails because it was attacked; however, Barcelona becomes Devastated, and will produce no Supply Points for its owning Player in the following Winter. Example: A unit moves to Septimania and attempts to seize the province, but is stood out. The seizure fails, and thus Septimania is Devastated and produces no Supply Points in the following Winter.

4) Note that units are able to seize druing both the Spring and Fall moves.

5) A unit may be ordered to seize a province for some Player other than the owning Player of the unit. Example: The Frankish player orders A Lyonesse-(sf West Goths) Gascony, and the seizure succeeds. Gascony becomes a West Gothic province, even though seized by a Frankish Army, because the Frankish Player ordered the province seized for the West Goths. If a Player does not specify what player he wishes a province to be seized for, it is assumed that he is seizing it for himself.


VENEDAE
1
WINTER
HERULEANS
1
CHERSON
3
ALANS
1
WINTER
IESTR
1
PONTUS
C.D.
ARMENIA
4
ARBELA
2
PAPHLAGONIA
2
PONTUS
POLEMONIACUS
2
CE H
MARMARA
NICAEA
8
*
PHRYGIA
1
CAPPADOCIA
1
EUFRATENSIS
1
MOSUL
2
NISIBIS
2
CTESIPHON
8
*
SELEUCIA
3
BABYLON
6
LYDIA
2
LYCIA
1
CILICIA
2
SYRIA
4
CIBHYRRIAN SEA
CYPRUS
2
PHOENECIA
4
EASTERN MEDITERRANEAN
PALESTINE
4
ARABIA
0
WINTER
ICA
0 LIBYA
EGYPT 4
1 PETRA

G. *Fleets:* There are no fleets as in regular Diplomacy. Rahher, there are "Warfleets" (abbreviated "WF") and "Merchant Fleets (abbreviated "MF"). There may be any number of WF's and/or MF's in a single province or sea, and more than one player may have WF's and/or MR's in a sea or province.

1) A given fleet (i.e., an MF or WF) may be ordered to do one of two things in a given season; a) attack the fleets of one enemy player in its sea, or b) move one province or sea.

H. *Fleet Movement and Capture:* Fleets may only move to coastal provinces or seas. A fleet may never move directly from a coastal province to another coastal province; it must first move to an adjacent sea. Note that the Atlantic is impassable. A fleet may move only one province/sea per season, as normal.

1) All sea movement is considered to occur after all sea combat (see below).

2) The presence of fleets in a coastal province has no effect on units in that province; in other words, any number of fleets and one unit may be present in a coastal province. Fleets may never support armies or double armies; the only effect fleets have on units is convoying.

3) If, at the beginning of a Spring or Fall season, there is one or more fleets in a province occuped by an enemy unit, that unit may be ordered to capture those fleets. If more that one player has fleets in such a province, the unit may be ordered to capture the fleets of any or all of the players. A unit that is ordered to capture fleets may not move in the same season, although it may seize the province. All such fleets are automatically captured; in the following moves season, the new owning player (i.e., the owning player of the capturing unit) may move these fleets as he wishes. (He must, of course, pay maintenance on those fleets during the next winter season if he wishes to continue using them).

4) Fleets never "stand each outher out", since there may be any number of fleets of all players in a sea or province. In addition, fleets do not "support" each other or land units; naval combat is handled in a completely different manner from army combat.

I. *Sea Combat:* Each fleet has a Combat Strength. All MF's have a Combat Strength of 2; all WF's have a Combat Strength of 3.

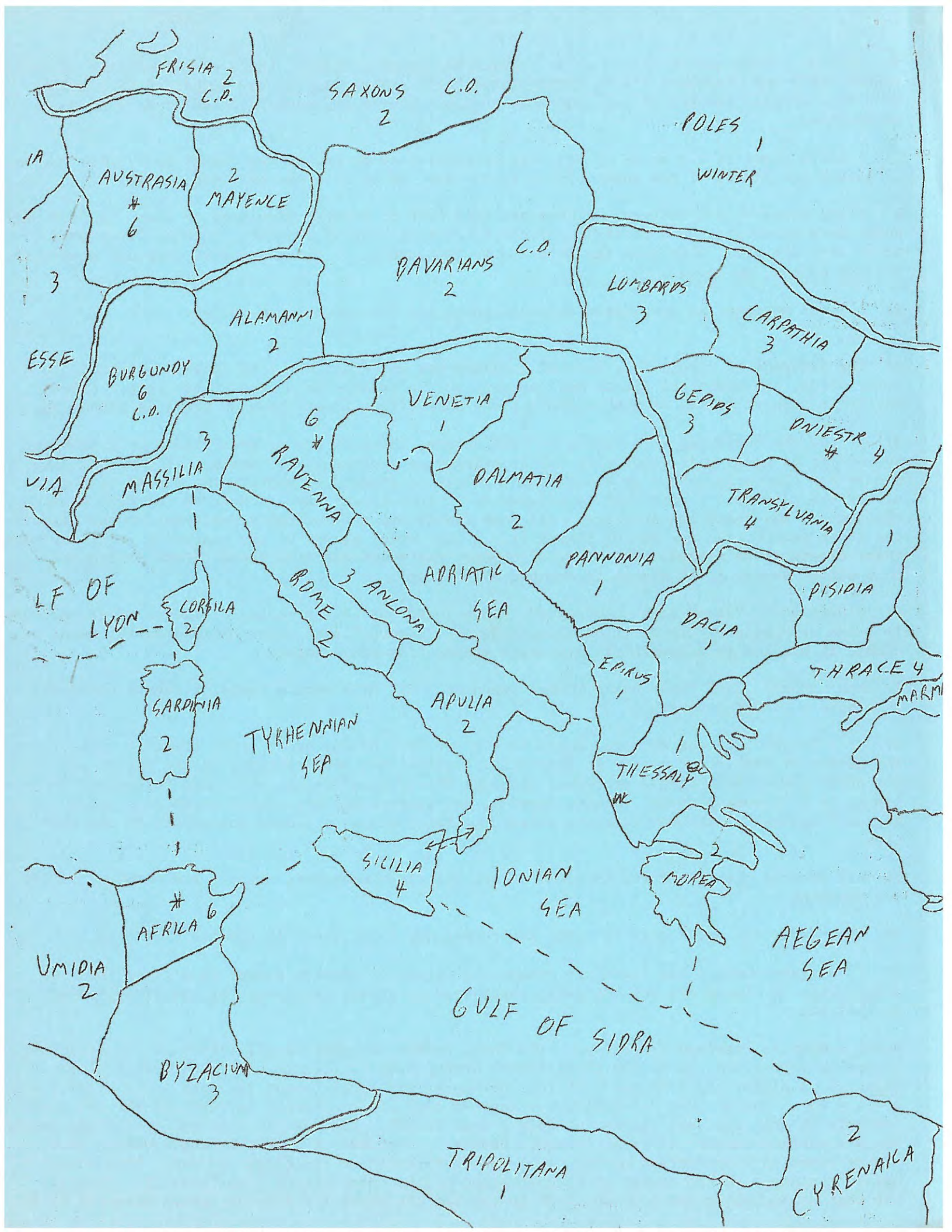
1) If a Player owns one or more fleets in a given sea, he may order those fleets to attack the fleets of some other player in that sea. A player may order attacks on the fleets of only one other player in a single province, although fleets in different provinces may attack the fleets of different players. Fleets owned by two players may not attack those of a third player "together", although they may attack the third player's fleets seperately at the same time.

2) All attacks are considered to occur before all fleet movement; attacks are resolved before sea movement.

3) Sea combat may occur only in seas; sea combat may never occur in coastal provinces.

4) If a player orders his fleets to attack the fleets of another player in a given sea, the other player's fleets are automatically considered to attack the fleets of the first player in that sea.

Naval combat is resolved as follows: The Total Combat Stregnth of all fleets of the attacking player is determined, as is the total Combat Strength of all fleets of the defending player. Example: A player has 3 WF and 2 MF in a province; his total Combat Strength is 13 (3x3 + 2x2 = 9 + 4 = 13). The GM then determines how many WF each of the players involved in the sea combat controls in that sea, and refers to Table I (see below). Each player involved in the sea combat loses a certain number of Combat Strength Points; the number of Combat Strength Points that a player loses is a percentage of the total Combat Strength of the enemy player. This percentage is dependent on the number of WF controlled by the enemy player (see Table I). Example: The East Roman Empire has 4 WF and 2 MF in the Gulf of Sidra for a total Combat Strength of 16.


FRISIA 2 C.D.
SAXONS 2 C.O.
POLES 1 WINTER
AUSTRASIA * 6
2 MAYENCE
BAVARIANS 2 C.O.
LOMBARDS 3
CARPATHIA 3
ALAMANNI 2
BURGUNDY 6 C.D.
VENETIA 1
GEPIDS 3
DNIESTR * 4
6 * RAVENNA
MASSILIA 3
DALMATIA 2
TRANSYLVANIA 4
PANNONIA 1
ADRIATIC SEA
ROME 2
ANCONA 3
CORSICA 2
DACIA 1
PISIDIA 1
EPIRUS 1
THRACE 4
APULIA 2
SARDINIA 2
TYRRHENIAN SEA
THESSALY 1
SICILIA 4
IONIAN SEA
MOREA 2
* AFRICA 6
UMIDIA 2
AEGEAN SEA
GULF OF SIDRA
BYZACIUM 3
TRIPOLITANA 1
2 CYRENAICA

The Vandals of 5 WF and 2 MF in the same sea for a total Combat Strength of 19. Referring to Table I, we find that the East Roman Empire's 4 WF means that 67% of the Roman Combat Strength is inflicted on the Vandal fleet; 67% of 16 is 10 2/3's, rounded to 11; the Vandal player lose 11 Combat Strength Points of fleets. The Vandal's 5 WF means that 75% of the Vandal Combat Strength is inflicted on the Byzantine fleet; 75% of 19 is 14 1/4, rounded to 1-; the East Roman player loses 14 Combat Strength Points of fleets.

5) All naval combat is considerd to occur simultaneously. Thus, if the fleets of one player in a single sea were involved in two or more naval combatsin a single season, the losses resul ting from each of the naval combats would be calculated before the fleets would take any loss In other words, the fleets would use its full Combat Strength for all of the naval combats, an then would lose Combat Strength Points.

6) When the fleets of a player in a sea lose Combat Strength Points, fleets are eliminated so that the total Combat Strength of the eliminated fleets is equal to or greater than the Combat Strength Point loss that the fleets are required to take. The GM determines what fleet are eliminated; he may never eliminated more Combat Strength Points of fleets than necessary, except when it is impossible to eliminate fleets with exactly the same total Combat Stregnth as the Combat Strength Point loss called for. Exception: Before A MF convoying a unit is eliminated, all other friendly fleets in a sea must be eliminated. Subject to these consider ations, WF's are to be eliminated before MF's.

7) Sea movement is considered to take place after sea combat. When a player orders movement for his fleets, he may make his orders conditional on whatever losses the fleets might take (and, when ordering attacks, should take into account the losses he will suffer). If a player fails to make such conditional orders, and his orders are written in such a way that he is ordering more fleets from a sea to move than exist after naval combat has been resolved, then all fleets in that sea hold. Exception: If a fleet which is convoying an army was involved in naval combat and survived that combat and is ordered to disembark the unit, the unit dis- embarks.

8) When the game is played face-to-face, the players may write their orders for sea combat, then resolve sea combat, then write their orders for sea and land movement and then resolve such movement. Since naval combat should be relatively infrequent, this should prove no hard- ship. In addition, when the game is played face-to-face, the players and not the GM should choose which of thier fleets to eliminate after naval combat. In this case, a player has full freedom in which fleets to eliminate, and need not follow the guidelines laid down in I.6.

TABLE I:

# of WF:	*% loss*
0	33%
1	40%
2	50%
3	60%
4	67%
5 or more	75%

J. *Convoying:* These are basically a modified version of Fred Davis' "AF" rules.

1) Convoying does not occur in the same way that it does in regular Diplomacy. Rather, MF's may carry A's or DA's. Any MF that begins a Fall or Spring season in a coastal province may embark any unit in that province; the unit must be ordered to embark on the MF, and the MR must be ordered to embark the unit. MF's may load the units of any player, as long as both the MF and the unit are ordered to embark/be embarked. DA's may embark on an MF; one MF is sufficient to embark a DA.

2) An MF that embarks a unit may move in the same season. An embarked unit may be be disembarked in the same season that it was embarked.

3) MF's may only embark units while in coastal provinces; they may only disembark units while in seas. An MF may only disembark a unit if it does not move in the same season; an MF may

engage in naval combat in the same season that it disembarks a unit. An MF may disembark a unit to any coastal province adjacent to the sea that the MF occupies; the unit has no choice in the matter---only the MF need be ordered to disembark the unit.

4) A disembarking unit is considered to move to the province in which it is being disembarked. It may be supported in this move by any unit adjacent to that province. The unit may be stood out, in which case it remains on the MF, and may attempt to disembark in the following Spring or Fall season.

5) Sincer there may be any number of MF's in a single sea, there may be any number of units loaded onto MF's in a single sea. If, however, two units are disembarked into the same coastal province, they stand each other out in the same manner (unless one has a greater number of supports than the other, et cetera).

6) A disembarking unit may be ordered to seize the province in which it disembarks, even though it has no control over what province it disembarks into.

7) If the fleets of a player engage in naval combat, and some of the MF's of the player are transporting units, and, after the naval combat is over, there are fewer MF's than units being transported, as many units are eliminated as necessary so that there are not more transported units than remaining MF's.

8) An MF may only transport one unit. MF's may never transport units.

K. *Lines of Supply:* In order for a player to collect Supply Points from a province, he must be able to trace a Line of Supply from that province to his Capital. Capital provinces are marked on the map with an asterisk (*).

1) Lines of Supply may be traced a) through friendly provinces, and b) through seas in which the total Combat Strength of all friendly fleets is at least twice the total Combat Strength of all other fleets combined.

2) A Line of Supply may be traced through any combination of the above; a Line of Supply may be traced partly through firnedly provinces and partly through seas that satisfy the above criterion; indeed, a Line of Supply may be traced, for instance, first across the sea, then across a few provinces, then across a sea again, et cetera.

3) In order for a player to trace a Line of Supply through a sea, there must be at least one MF in that sea (in addition to the Combat Strength criterion). If the Line of Supply for more than one province is being traced through a single sea, there must be one MF in that sea for each such province. Example: At the end of a Fall season, the Vandal player has two MF's in the Western Med., and none elsewhere; there are no enemy fleets in the Western Med. There are three provinces which must trace a Line of Supply through sea provinces that are owned by the Vandals; i.e., Sardinia, Corsica, and the Balearics. Only two of them may trace a Line of Supply through the Western Med, because the Vandal player only has two MF's in the Western Med. In other words, the Vandal player would not gain the Supply Points provided by one of the three provinces.

4) If a player fails to specify which provinces do not trace Lines of Supply in circumstances as above, the GM will determine which provinces do not trace Lines of Supply. When possible, lower-supply value provinces will not trace Lines of Supply in order to let higher-supply value provinces trace lines of supply when necessary.

5) Only provinces and fleets owned by a player are considered friendly to that player for Line of Supply tracing purposes, regardless of any alliances the player may have made.

L. *Lending Supply Points:* If a Player is able to trace a Line of Supply from his capital to the Capital of some other player, he may give Supply Points to that player during a Winter season Supply Points transferred in this manner may not be expended until the next winter (at the earliest). For purposes of tracing a Line of Supply for this purpose. all provinces and fleets owned by both players are considered "friendly".

M. *Land-Bridges:* Units may move from Apulia to Sicilia (or vice versa), and from Thrace to Nicaea (and vice versa). This does not prevent fleets from moving from the Tyrhennian to the Ionian.

N. *Capitals:* Capitals act as Citadels. That is to say, a friendly unit holding in the capital of its owning player defends as if supported by one army in addition to all other supports. Example: A West Gothic DA holding in Cartagena is considered to have one support, and thus a single army would need three supports in order to dislodge the DA.

O. *Civil Disorder Units:* The following provinces are considered occupied by DA's in Civil Disorder at the beginning of the game: Frisians, Suevii, Burgundy, Bavarians, Saxons, and Armenia. Note that units in Civil Disorder may be supported by a player's units.

P. *Winter Rules:* If a unit is in any of the following provinces in a winter season, it is automatically eliminated: Arabia, Alans, Poles, Venedae.

P. *Victory Conditions:* A player is considered to win if, during any Winter season, the numbe of Supply Points he collects is twice thetotal Supply Value of the provinces he controlled at the beginning of the game. The game ends when one player wins, when the players unanimously concede to one player, or when the players unanimously vote a draw between any of the survivin players.

R. *Optional Rules for Postal Play:* These rules are experimental, and optional in any case. If the player for either of the Gothic Kingdoms dies, resigns, or is removed from the game, the player of the other Gothic Kingdom "inherits" the Gothic Kingdomabandoned by the first player; for the remainder of the game, he controls both the East Gothic and West Gothic Kingdo Of course, to win he must now collect twice as many Supply Points as the total Supply Value fo both Kingdoms at start. The capital of the player who inerited both Kingdoms becomes the capi of the combined Kingdom.

If the player for the Frankish Kingdom dies, resigns or is removed from the game and a standy is appointed, the new player controls only half of the provinces and units and fleets that the old player controlled when he was removed. The GM determines which units, fleets, and provinc he is to "inherit"; hhe total Supply Value of his inherited provinces should be half of the tota Supply Value of the provinces ruled by the old player. All other units and provinces go into Civil Disorder, and all other fleets are eliminated. The inherited provinces should be cotingu and the armies should be generally grouped in the same area.

If a player who has previously inerited both Gothic kingdoms drops out, the rules that apply to the Frankish Kingdom then apply to the Gothic Kingdom. The rules that apply to the Frankish Kingdom never apply to any other nation.

These rules are an attempt to simulate the disruption caused by the rather silly inheritance laws of the barbarian Kingdoms.

The designer invites any comments; his address is 1675 York Avenue, New York, NY, 10028. He also has openings in the variant in his zine.

adam kasanof presents

HOW TO WRITE PRESS WITHOUT REALLY DOING SO

1. *Steal some work of literature (a non-copyrighted one, if you're worried about lawsuits) and claim it's yours, e.g. :*

Hello,Sailor *by John Boardman*

It is an Ancient Mariner
And he stoppeth one of three
By thy long grey beard, and glittering eye
Now, wherefore stop'st thou me ?

You might want to string the words out for a modernistic effect, viz:

ode on a mangey stripedcat
greg costikyan

tiger
tiger
burning
b
r
i
g
h
t

2. *Write a completely false, libellous first-person piece about someone you abhor (hint: the bigger the personality, the smlaller the chance of your being sued) like:*

SEX AND FUNDAMENTALIST RELIGION
by Jimmy Carter

"Hurry up, Jimmy!" called my wife Ros from the Lincoln Bed.
"Y'all just wait a second!" I shouted back, smearing my unclad form with peanut oil.

3. *Transmute to blasphemous crudity a sublime product of the human soul, for example this selection from the hymn All Creatures of Our God and King , whose original lyrics were written by St. Francis of Assisi:*

Oh, flowing water pure and clear
Soon to be creuzened into beer!
Drink Tuborg! Drink Tuborg!

Leaf swaying in the wind and rain
From Coca leaves we get cocaine!
Oh, snort it! Oh, snort it

4. *Write something in a foreign language, if you know one or can fake it (you might want to pick up a foreign magazine or textbook like How To Learn French in Ten Seconds to get the feel of the tongue you're purportedly scrawling in) the stranger the better.*
Kiu estas tiel bonega kiel Junia tago? What is so rare as a day in June?

5. *Write anything having nothing to do wiht Diplomacy, and make no pretense that it does, e.g.: The Bizzare and Unwholesome Sexual Rites of Borneo or How to Kill People With Natural Sponges,Paperclips, Rubber Bands, and Other items Commonly Found Around The House.*

WRITE ANYTHING!NOBODY CARES!

DRUG DIPLOMACY

by Adam Kasanof

Drug Diplomacy is just like regular Diplomacy, except that all the wooden unit markers supplied with the set are replaced by pills of the appropriate color, and when a player seize s an opponent's supply center, causing the removal of an army or fleet, the attacker must swallow the fleet or army being removed. Drug Diplomacy thus gives the normally disadvantaged novice player an edge, since the more experienced players romping all over him will have to consume a greater number of pills than he, and consequently their judgemental and reasoning faculties will be more impaired than his. The novice will thus find it easier to make profitable alliances as the game goes on longer, and the other players become less and less coherent.

SUGGESTED SET-UP

AUSTRIA(red): Three]00mg. capsules of Seconal Sodium, a short acting barbiturate drug which depresses the central nervous system, and depending on dosage, will produce responses ranging from mild sedation to profound hypnosis.

ENGLAND(dark blue) Three 7!]/2 gr. Felsules capsules of Chloral Hydrate, which provides rapid sedation. Excitement and delerium are rarely encountered.

FRANCE(light blue) Three 200mg. capsules of Sodium Amytal, a moderately rapid-acting sedative and hypnotic, with a duration of effect of eight to eleven hours.

GERMANY(black) Three Biphetamine 20 capsules, containing resin complexes of amphetamine and dextroamphetamine, and acting as a stimulant.

ITALY(green) Three 750mg. capsules of Placidyl, which should be administered with caution to patients with suicidal tendencies, and large quantities of the drug should not be prescribed.

RUSSIA(white) Four Ascodeen 30 tablets, containing codeine and aspirin, and serving as a pain killer.

TURKEY(yellow) Three]00mg. Nembutal Sodium capsules, depressant and hypnotic.

NOTES FOR PLAY

A large supply of the drugs employed should be entrusted to the GM (under lock and key, prefferably) who should be equipped with a pistol, sword, halberd or other pole arm for controlling any chemically crazed players who may wish to seize the dispensary. Depressant drugs have been chosen so as to minimize the amount of drug-related violence , but ingestors of amphetamines should be closely watched by the GM, especially when the GM is distributing pills for builds. To penalize quitters, anyone declaring civil disorder must swallow all his own units left on the board. The GM should ascertain whether all players have consumed the requisite pills, penalizing those who fail to do so promptly by obligating them to take a double dose.

OPTIONAL EQUIPMENT

The emergency room at Trafalgar Hospital in New York City advises us that a stomach pump would be a highly desireable playing aid for Drug Dip. The first play by mail game of Drug Dip will be opening soon in Urf Durfal. Watch for it.

SPECIAL THANKS

Special thanks to the publishers and editors of the]974 edition of the Physician's Desk Reference, from which the names, colors and descriptions of various drugs were excerpted. The PDR , an excellent volume for anyone who studies or uses drugs in any capacity, and which lists and describes all prescription drugs made in the U.S., can be obtained from the Medical Economics Company, Oradell, New Jersey 07649.

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Note that the world's first multi-national Dipzine, Der Fliegende Hollander, is availible from Donald G. Wileman, 98 Sanderling Crescent, Lindsay, Ontario, Canada K9V 4N2. Write for a sample copy of this excellent publication. You'll be hooked[I, Adam Kasanof, the zine's co-editor, guarantee you'll love it.

NOTES