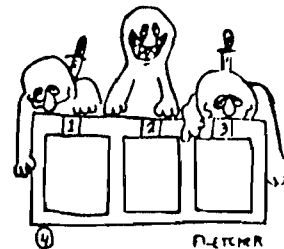
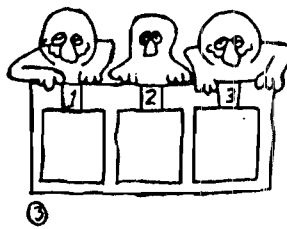
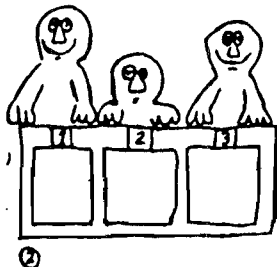


DIPLOMAT

15

April 1992



Credit: WILD 'N WOOLY
#50, 16 April 1966.

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This zine is brought to you by:

Thomas Franke, Haarenufer 12, D-2900 Oldenburg, Germany. Phone: Germany 0441/75192 and calls are usually accepted between 7.00 and 11.00 p.m. Central European Time, but there is no guarantee that I'm in. Players are urged to send your orders by mail, except in dire emergencies. Adjudication errors should be reported promptly either by phone or by mail !

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GM for "Routemaster" is: Thomas D. Butcher, Kami-Osaki 3-1-31-201, Shinagawa-ku, Tokyo #141, Japan

There are no game fees, but you have to pay for the zine and the postage. Every player is asked to maintain a sub and keep his account up, at least DM +3,00. Accounts are shown on your envelope in German Marks (DM).

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For those of you living outside Germany I recommend to put cash into the envelope or send an Euro-cheque with the remark "Verrechnung". For all players: My bank account is: Postgiroamt Essen, No. 189673-433. National games are usually adjudicated every 3-4 weeks.

If you don't possess a set of house rules, please give me a note and I'll mail them to you !

ZAT for ROSMERTA, SERAPIS, TANIT, URANOS, WOTAN and YGGDRASIL: Tuesday, 7th July 1992

ZAT for XEINE: Tuesday, 30th June 1992

ZAT for STINKENSAURUS and VESTA: Tuesday, 9th June 1992

Dear friends,

I know I'm very late again, but there are some good reasons why it happened again. First of all there was (is ?) the strike of the ÖTV, the trade union for the public services, which affected the whole country. This meant that in certain parts of Germany the post wasn't delivered last and pre-last week and therefore I decided to wait for the orders until the strike is/was over. Fortunately enough a lot of you subbers phoned me up for submitting the moves, even from abroad, which was a rather good idea. However, tomorrow is the day when the members of the trade union are supposed to decide to accept the offer or not and on my opinion it's 50:50 if they'll go on strike again or not. We'll see....

The other main reasons are great private problems, which are now due but were valid for a year or so and only put aside. These are not finally solved and therefore it's not the time to go into details right now, but I for the next time I'll stay in Oldenburg as I have rarely any other choice. These problems affected a lot of my work capability especially during the last weeks, but things are going better now.

Again it's term time and again I'm doing two courses at the universities of Oldenburg and Osnabrück, one of which contains some 65+ students again (as last term), which is far too much. But for the winter term there will be a radical restriction on studying History in Osnabrück, which hopefully will lead to a drop of students in the ground courses. I never liked such restrictions from the view of the students, but now I have to face such a mass from the other side of the desk. So I hope that the situation will get better next term, at least for me....

I will now definitely not attend HexaCon and ZineCon on the 16th and 23th May respectively, because two good friends will celebrate their birthday parties at those dates. I hope that both Cons can go on without my person, although I would have liked to attend them. But you cannot be at two locations at the same time and so you have to set priorities.

Another game of international Diplomacy is off this issue and I wish all participants good luck and a lot of success. It seems that I have now reached the limit of my adjudication capabilities without delaying the zine too much in normal times, but I still offer another game of either national and international Diplomacy, but I will not adjudicate any other kind of game for some time, on which I have to work out the rules firstly. However, this shouldn't prevent any other potential GM to offer any games they like in D. I hope that Tom Butcher's "Carolina Routemaster" will go on rolling next issue, whereas no one seems wanting to play his "Ruhr Routemaster". The list is still open, Gents, please, don't disappoint Tom !

Also, Tom Butcher has suggested to offer pbm-version of the Gibson/AH game "Britannia", which is a very interesting game on my opinion. If there's anyone out willing to gm this game and can provide us with the pbm-rules, D is open to publish the results of the moves. Let me know, please, and I'll answer as soon as possible. I might be interested in taking part in this game although I'm in the process of reducing my active played games !

Yet I don't see how many pages this issue of D will contain and if there's any space left I'll publish the first adjudication of a game of "Civilization", the Hartland Trefoil/AH game we probably all know very well, which is usually run by Wolfgang Friedrich in a German zine called Dottendorfer Soccer (Dottendorf is a suburb of Bonn). Again Wolfgang informed me that he's willing to offer another game of pbm-"Civilization" in D. The pbm-rules are taken from the French zine VOPALIEC, which Wolfgang received from Jerome Spinoza. They will be translated soon and very probably used for the next pbm-game of Civ Wolfgang will gm. So do you like to play a game, Gents, ? Please, let me know !

The local soccer club VfB Oldenburg is going to ascend into the first national league, the Bundesliga, but it's still second and has to have win the remaining games, whereas the leading club Uerdingen has to lose at least one. The hysteric and anticipation is great in the city - Oldenburg did never play before in the Bundesliga ! We'll see....

That's it, onkly need to fix the ZAT/deadline and doing the maps and this issue should be hot out of the press - see y'a later and enjoy the zine !

Waiting List:

International Diplomacy: Seven wanted !

National Diplomacy: Seven wanted !

Barbarian, Kingdom & Empire (GM: Ingolf Markhof): Helge Thiemann(?), Jerome Spinoza

Civilization (GM: Wolfgang Friedrich): Seven wanted !

Capitalist-Diplomacy (GM: Volker Schnell): List is closed !

Low Countries & Ruhr Routemaster (GM: Thomas D. Butcher): Six wanted !

Standby List for Dip: Claude Gautron, Roland Röllig, Jerome Spinoza

Diplomacy - German Strategy

by Don Turnbull

There isn't much doubt in my mind that, of all the countries in the game of Diplomacy, Germany is the most mis-interpreted. If Allan Calhoner made a mistake in design, it was in presenting a Germany much weaker than the realistic counterpart. Historically, Germany proved herself capable of waging war on two major fronts against three powerful enemies, in the game, if there is the slightest suggestion of a two-front war, Germany is usually compelled to put her armies and fleets back in the box. For this reason (and others less critical) Germany is probably the most difficult country to play in the game, if one assumes competent players in the neighbouring countries. I have often wondered what would happen if Germany were given four units at the start of the game, rather than three.

I mentioned the concept of a 'natural corridor' when writing about Austria earlier in this series. Well, if Austria is a natural corridor, providing the 'edge powers' the territory for reaching each other, then Germany is too - in spades. Switzerland blocks off the western edge of Austria, but a vacant Germany presents a clear road from the North Sea to the Balkans. Additionally, whereas in the case of Austria at least one (Italy) of her adjacent powers is relatively weak, Germany is surrounded by four powerful enemies - England, France, Russia and (to a lesser extent) Austria.

First of all, it is abundantly clear that Germany is really asking for trouble if she attacks Austria. Even if the campaign succeeds, all Germany is doing is widening the corridor; Great Powers will be moving through the corridor sooner or later, and it doesn't make a lot of sense to open the gates wider in the opening game. If Germany cannot negotiate a firm alliance with Austria, then a border treaty is vital. Tyrol is too close to Munich for comfort, and Tyrol out-flanks Italian defenders in Venice and Austrian defenders in Trieste - need I say more? Yes, I need - on no account should Germany attack Austria in the early stages of the game.

This leaves three directions in which Germany can expand against France, Russia or England. Having said this, it is fortunate for Germany that her intentions need not be telegraphed in the first year. Everyone expects German units to make bids for Denmark and Holland, and perhaps Belgium also; therefore a move towards these centres, negotiating with neighbours all the time, will not arouse unhealthy suspicions in anyone's mind, and the three options can be left open (at least overtly) until it is clearer which way the wind is blowing elsewhere.

Unless there are strong reasons doing otherwise, the best opening moves for Germany are F Kie - Den, A Mun - Ruh, A Ber - Kie. There are exponents of F Kie - Hol; however this is most anti-French, and usually commits Germany too early. These moves give Germany a good chance of three builds (although this might not always be a good idea - see later) and do not betray any particular foreign policy. There may be a minor argument with France over occupation of Belgium, but that's nothing to the row A Mun - Bur would cause, for instance. An opportunity to stand off a Russian attack on Sweden in Autumn 1901 is presented, if that's the way things seem to be shaping. All in all, these moves give Germany the best chances with the smallest risk.

Germany's main problem starts in Winter 1901 (what build) and Spring 1902 (who to attack) since by that time she must commit herself one way or another - to an attack either on Russia, France or England, and to strong supporting alliances. In this context it is worth remarking that three German builds in Winter 1901 might attract undue attention, whatever anyone might say. German hopes are nil if Russia, France and England decide to ally against her. In many circumstances, there's a lot to be said for sacrificing or delaying the third build (Holland is the best candidate for initial neutrality) in the interest of fostering good relations.

To deal first with France. When dealing with French strategy in the last issue, I made a considerable strategic point of the barrier presented by Switzerland; now a barrier doesn't take sides, of course, and is equally effective in defending France from German attack. This makes France a difficult country to invade, even with English assistance. Looking ahead a stage further, the omens aren't all that good even if England and Germany, in combination, eliminate France, since Germany then lies in the way of future English development. England has a strong corner position, so Germany is likely to be the loser in the middle game. For these and other reasons I would discount France as Germany's first target.

An alliance with England against Russia has its attractions. Since the war would usually involve English fleets and German armies, Germany would emerge with control of Warsaw and perhaps Moscow - important strategic position. However, English fleets would swarm in the north, and Germany stands a good chance of being tied down. Don't forget, in the context of German-English relations, that Holland, Belgium and Denmark - three centres usually occupied by Germany in the middle game, if not earlier - are adjacent to the North Sea; an English fleet in the North Sea can therefore tie down three German units. In addition, when the spoils are divided, England will emerge with St. Petersburg and either Norway or Sweden, so English units will occupy positions to the north of Germany just at the time German forces want to move south.

The third possibility - a campaign with France against England - is probably the most attractive of the three. While the campaign takes place, arrangements must be made to reassure Russia about her interests in the north, that may be the road for the second campaign of the game, of course, and it wouldn't do to pre-empt it. The advantages are numerous - Germany will emerge with control of the North Sea, protecting Denmark, Holland and Belgium; a correct stance with Russia would result in German control of Norway - a vital stepping stone for a future eastern campaign; England, once conquered, is easy to defend; finally, when the campaign is over, it is an easy matter for France and Germany to demilitarise their borders and go their separate ways without interfering with each other. There are snags, of course, not the least of which is the natural defensive strength of England, and it will be a long campaign; in addition, unless arrangements are made with Italy (to leave south France alone) and Russia (to get interested in Turkish centres) it could be disastrous. Nor should one forget Austria - a well-timed stab from that direction would be disastrous for Germany. Many games have seen a Germany weakened, by the loss of home centres and a reduction in building power.

Whichever course is adopted, Germany walks a tight rope throughout the game. It is at once too easy to be strong (and hence a target) or weak (and hence relegated to an inferior position by stronger allies). The over-running of Germany in the middle game, even after a successful German opening campaign, must always be reckoned with. It requires a skilled player to handle the intricacies of German strategy; weak players in England and/or France help a lot, of course, but don't expect miracles when playing Germany - it's hard nut to crack.

(This is article published by Don Turnbull in his zine Albion during the 1960s due to John Dennett).

MAIL-BOX

Markus Kässbohrer (Vallendar, Germany): Marc Houston raises some interesting points on the "Anschluß-Iraq" problem which I enjoyed to read. This time, I will not give a direct response but rather try to point out where I see similarities and at the same time acknowledge that there are no more (aside from those I forgot).

Specifically, in my opinion parallels between Hitler's Germany in march, 1938, and Saddam Hussein's Iraq of August, 1991, can be found as follows:

Both of them were brutal, tyrannic and violent dictators, on a different scale in what happened under their tyrannic rule, but still with seemingly not very different minds. I would ascribe the higher intelligence to Saddam, though: there is little as dumb as to make a religious group into a "race", summarily find the people in question to be inferior and malicious and then decide that in order to save the world you have to kill them all. It is so stupid.

Both did consistently what they were not supposed to do. Without extensively commenting on it I will just give a brief, incomplete list of events and actions. Hitler did, for example, refuse to pay any more reparations (even when after the Lausanne conference he would have had to pay but one last instalment of 2 million mark. The west in due course "forgot" this - whereas when in 1923 the French and Belgians occupied the Ruhr and the Rhine, comparably not very much more money was due and there was no reason to question the basic readiness to pay of the German government -> and afterwards it was wondered why to the German people, Hitler seemed to be a successful and internationally accepted man!). He reintroduced compulsory military service, created concentration camps, terminated Germany's membership in the League of Nations, cancelled the Locarno treaty, remilitarised the Rhine in a flagrant violation the Versailles treaty and all the time, though with great secrecy, rearmed Germany.

Saddam, on the other hand, started a full-fledged war (against Iran) and continued it for years, using gas when he felt the need to do so, had air attacks flown against shipping at Iranian oil terminals and an American frigate (the "Stark"), ordered gas attacks against civilians (Kurds in 1988), researched into all kinds of mass destruction weapons, nuclear, biologic and chemical plus intermediate-range rockets to deliver them and finally started another war (against Kuwait, with the intent to go further if an opportunity would arise), notwithstanding what happened to anybody thought to oppose him inside Iraq because I have no specific information on this; a UN report that is said to have "condemned Iraq of 'brutal torture' during its occupation of Kuwait" was released on February 26th. On March 5th, the UN censured Iraq for human rights violations (Iraq called the report cataloguing the violations "full of lies").

The armies of both were over-estimated by their contemporaries. The Wehrmacht (of 1938) would never even have had a fighting chance against the French (of the same time) with no Westwall to hide behind, no initiative and offense to hit them flat-footed, nearly no tanks to break through their front in any case, a Luftwaffe not half as ready and so much fewer men who were quite simply one and a half years rich in experience and training away from September 1939. The Iraq's army of August 1991, was, numerically, the fifth strongest of the world, and its quality was difficult to estimate. They had rather modern equipment, though of Soviet origin, which they had been able to improve some. It was estimated that they would be ready and prepared to fight in an environment of chemical warfare, and that they had the capability to hit their enemies behind their lines either. (with their improved Scud missiles believed to be able to carry chemical warheads - in which case the Patriots would not have been overly effective as the nerve gas in the rocket would have been dispersed in the air above the target in case of an intercept -, and by terrorists which, luckily, turned out to be an empty threat). It had fought the Iranian army, superior to it in numbers, but not in quality, to a standstill despite several years of dedicated efforts of the Iranians to break through. In the end, the Mullahs were forced to agree to peace. In any fights with the Allies, what the Iraqi soldiers would do wouldn't be much different from what they had already done with some success: hold a well-prepared defensive position.

Both Hitler and Saddam relied heavily on threats they were in no way able to make real. In the case of Hitler, threatening war by itself already was nearly enough to intimidate his counterparts who still vividly remembered the dreadful times of World War I which no one of them wanted to bring back. Add to this wild speculation about the Luftwaffe bombing London and Paris into the ground, and you have Munich. Saddam, as already mentioned above, threatened chemical warfare, international terrorism, NBC rocket attacks against Israel and bloody war with lots of dead and crippled to anyone who would dare to counter his aggression.

Both of them had, probably, great plans of world domination. Hitler's plans on this are sufficiently well-researched: he would have relied on pure military force of an autonomous "Großdeutschland" Saddam conceivably chose to monopolise Arab oil which would have yielded enough bargaining power to enable him to deal with the U. S. on par given how much the whole world depends on reasonably-priced oil supply.

I think these similarities are important enough to make the historic precedent of 1938 helpful in assessing, describing and illustrating the situation of 1991. Did I get it right when I assume that I am in agreement with Marc Houston in concluding that probably the comparison cannot be drawn further because in the details, there is inevitably so much difference between any two historic situations ?

TF: I think so, but hopefully Marc Houston will send me letter for the next D to clear up this point. I have nothing heard from him for a couple of weeks (maybe because he stabbed me in a game...). But I also think that you can hardly compare the historical situation at the beginning of WWII with the contemporary situation in the middle east before the second Gulf War, only on a very limited scale. Concerning the Wehrmacht I've got a very interesting comment from Tom Butcher (go on, Tom):

Thomas Butcher (Tokyo, Japan): Concerning Markus Kässbohrer's comments on the Wehrmacht of 1938-40, I would like to point out that in his book A Genius For War, Col. Dupuy goes to great pains to demonstrate that man for man the German army was more than a match for any other army in the world for about a century up to March 1945. He attributes this superiority to a

deliberate program begun just after the Napoleonic wars by Gen. von Scharnhorst, Count von Gneisenau, von Clausewitz, and Baron vom und zum Stein to create a general staff of the highest caliber, the excellence of whose training and planning methods and devotion to military science led to the military dominance of Prussia, Imperial Germany, and finally Nazi Germany. The Russians recognized this and tried to emulate it for the Red Army during the Cold War, but could never achieve the tactical versatility (Auftragstaktik) at the lower command levels that was a basic strength of the Wehrmacht.

In 1938 the German armed forces were probably no match for the combined French and British armies, but considering that they would have been defending against opponents who had little stomach for the offensive, as shown in their performance of Sept. '39 thru April '40, the result would have been doubtful. Even then the Germans had the doctrinal superiority that would later provide the dramatic victories achieved by the Blitzkrieg, for which the chief credit should go to Gen. Heinz Guderian and his 1937 book Achtung! Panzer!, which won over many waverers on the general staff.

It is worth noting that the conquest of France in the three weeks starting May 10, 1940 was achieved by some 175,000 men (10 Panzer and 7 Panzergrenadier divisions) against two million French and British and 600,000 Belgians. The Germans were also outnumbered both in tanks and aircraft, but concentrated theirs for maximum effect while the Allies used theirs in dribbles and frittered away their advantages. Military doctrine gave the Germans an immense edge both in strategy and tactics.

As for Hitler's "adventurism", I like the interpretation of the British historian, A.J.P. Taylor in his The Origins of World War II, where Hitler is given credit for getting what he wanted without fighting by bluffing his weak-willed opponents and overcoming ideological objections in allying with Stalin at a time when the British still considered him an international pariah. Taylor considers that the British pushed Hitler into war by giving the Polish Government virtual carte blanche. The trouble was that his successes in the face of the doubts around him went to the Führer's head and led him to believe he could ride roughshod over everything and everybody, to the particular detriment of the Wehrmacht.

TF: Thanks for arguing, Tom, and I very much agree with you on estimating the strength of the German Wehrmacht in 1938-40. However, you raised another interesting point when interpreting Hitler's "adventurism". I also think that Hitler was a bad poker player (or Dip player....?) who had gone to the ultimate end, all or nothing. But he only got the imagination to be able to achieve all of his aims after his successes in Austria and Czechoslovakia. After the Treaty of Munich in 1938 he could also extinct Poland without any harm and it was his initiative to order the Wehrmacht to attack the country. He wasn't pushed by the British, who gave a virtual carte blanche to the Polish Government. If he would have been able to think over the political situation correctly he wouldn't have attacked Poland, but wait for a better chance or negotiate harder again. His aim was the "Lebensraum im Osten" for the German people and Poland was only a step stone to Bjelo-Russia, the Ukraine and Central Russia up the Ural. Therefore he didn't care for this carte blanche given to Poland !

Markus Kässbohrer: Marc Houston did give another interesting statement on the question of aid to and development in the CUS republics.

If we want Yeltsin to stay in power which I think we do at the moment it would be quite helpful if it could be avoided that people starve in Russia. On the other hand, if you just ship over food and distribute it to the people, as it seems to be done at the moment, you risk distorting market prices to such an extent that too few people feel the need and see their chance in taking the initiative and the considerable financial, social and political risk of setting up their own private farms (like it happened in many Third World countries). This doesn't mean that no more food should be given to Russia and the other republics. I would, however, advocate, that the food aid be given to whatever public authority could manage that (perhaps even the army: they are a central institution that is still fairly intact and functioning and they have lots of transport, probably some more or less secret sources of fuel and other necessities, and should be more or less apt at organising such a large-scale operation. Also, Soviet soldiers are used to obey orders even if there is no immediate benefit for them or they don't see any sense in it so perhaps there would be a little bit less black-marketeering) and then be sold at prices that

ordinary people should be able to afford but that under all circumstances would have to be such that a private farmer would be able to live on them, or rather on what he would get if he sold to middlemen who would then distribute it. Discrimination as to who gets to buy this food would be all right, even rationing, but dumping prices can not be tolerated. The money gained in such a venture could then be used to give capital, eg. in the form of cheap loans, to those who do start their own farm so as to enable them to work a little bit more efficiently and also encourage more people to do so.

Keynesian Economics, by the way, require certain prerequisites in order to work that can be generalised into that circumstances other than demand must allow for an expansion of production. If, for example, production and employment drop because costs are running too high you can spend as much money as you want to stimulate demand and will get no positive result at all while public budget deficits grow and in turn drive inflation and/or interest rates up, making a crisis even worse (I might seem to recall that this was the case in Germany in the early 1980s and finally cost chancellor Schmidt his job - please correct me on this if necessary). It is also conceivable that Keynesian Economics were attempted at a time where production could not be expanded for want of certain production factors, for example because though indeed resources are not used for productive ends (as might become the case with hundreds of thousands of former soldiers' manpower, or the capital invested in machinery usable exclusively for armament manufacture). Then, production could also not be increased so as to meet additional demand which would then be transformed into inflation only.

Other scenarios can be easily devised. I think the important issue in the CUS republics at present is not demand, but stability.

There is quite a bit of money around that people have not had anything to spend on in the decades of communism, as well as endless natural resources and, though terribly out-dated and inefficient, an industrial base that permitted Russia to out-produce Germany in World War II and has been steadily, though in comparison too slowly, growing since. Everything that the CUS' citizens' demand is available there. The problem is that it does not get to them. This is what ought to be tackled.

TF: Yes, but they don't get it organized and that's a big problem. especially to get the transportation facilities working as usual again. Therefore we have to help those people who doesn't get enough food, for example in St. Petersburg or Moscow. Also, the Ukraine is not capable to solve the Chernobyl disaster on her own and now it is quite clear that the transformation from a plan economy to the amrekt economy is an incredible task, which even arises great problems in a relatively small country like Poland. And how about the CUS republics, which still cover the largest area on earth ?

This is a "barrel without a bottom", as a German proverb says, and I expect still a lot of problems coming closer and affecting the western world - just look at Armenia/Aserbaidshan and Tadchikistan. I expect the whole Muslim republics within in the former Soviet Union blowing up soon....

Daniel Barnes (Munich, Germany): In response to Thomas' question on Britannia, I have played Britannia 3 times. Your scores 57-155 does sound improbable but possible. In each game I've played it was much more even. From 80-130 points or so. I did see the Saxons get 85 points in a game which is much too many. So if the Saxons are played well (the Red) they get too many points. The Purple color (with the Roman invasion which is a lot of fun) is difficult to play because they must get the Scots on land. Often they never make it as Picts, Caledonians and Brigantes through Fergus and his men back to sea. The Green ((in the Gibson version this colour is brown)) is rather boring to play (only the Danes are interesting), but can win.

The Romans score points only in the 3rd and 5th rounds.

TF: Many thanks for your comment - I have played the game two times more by now and it's quite clear that the Romans score in each turn 1, 2 and 3 and another time in turn 5 (look at Tom's lines below). I also made a better performance with the Purple colour during the last games because I used the Romans on the peak of their power to reduce the Brigantes and Picts in order to clear the way for the Scots. And that was quite a success ! But you also have to play with the Dubliners later on to get on the winning street, because you should be careful in attacking the Danes in York (not too early, as I have done, because one turn later most of them

leave anyway). Then one could win with the Purple colour I assume, but it's hard....

Anyway I have to copy the AH rules as they seem to better written.

Tom Butcher: I too have recently played Britannia, though I did it solitaire. After an initial try, in which I committed several rules errors, as usual, I played it several more times and found it quite well balanced. I allowed cooperation between players (colors) only where it was obvious. Purple can get an early lead with the Romans if he invades properly the first three turns (where the AH rules specify points for any of the first three turns) and gets deep into Scotland while ignoring the Welsh. For what it is worth, my latest results (reflecting a greater experience with the rules and structure of the game) have purple winning with 111, Green at 97,5, Blue with 79, and red losing with 74,5, but such result are meaningless for multi-player play since, even assuming equal ability around the table, diplomacy and score awareness, prompting losing players to team up and bring down the winning player, should naturally alter the game to prevent standardized results. I haven't tried the three- and five-player versions, but the AH linups at least look reasonable to me. Why don't you offer a pbm version with either simultaneous or conditional moves to give them a real test ?

TF: Well - thanks, Tom, also Ulrich Stähr told me on the phone about the strategic aspects of the game and it seems to be very important, that all of the four players are near n the same "experience level" of this game, otherwise the colour, which profits most from the most "inexperienced" player/colour, will win the game. So have to get at least a rough imagination about what is possible with the two colours and who may be the leading player at certain stages of the game. I don't think the 3- and 5-player versions do work sufficiently, but have not tested them yet.

It's a good idea to offer a pbm-version, when there is anyone out willing to act as GM and supply us with the pbm-rules. So WHO wants to run a game of BRITANNIA in DIPLOMAT ???

David Hood (Hickory, North Carolina): You may not know this - Britannia was developed by Lew Pulsipher, who was a very influential U.S. diplomacy hobbyist in the 1970's. He was primarily a variant enthusiast, designing lots of variants in his day. Made sense for him to become a games designer.

TF: Yes, I have often heard and read of Lew Pulsipher and I know many Dippy variants from him (the most famous here ingermany is "The Song of the Night", a Tolkien variant) and I also knwe that he designed Britannia. But can you really live from just designing games ??

Fred Davis (Ellicott City, USA): The U.S. Department of Transportation is going to bring a German ICE train set and Swedish X-2000 to America to do test runs on our tracks, with real passengers and real timetable schedules at last, a glimmer of intelligence appears in our passenger railroad activities.

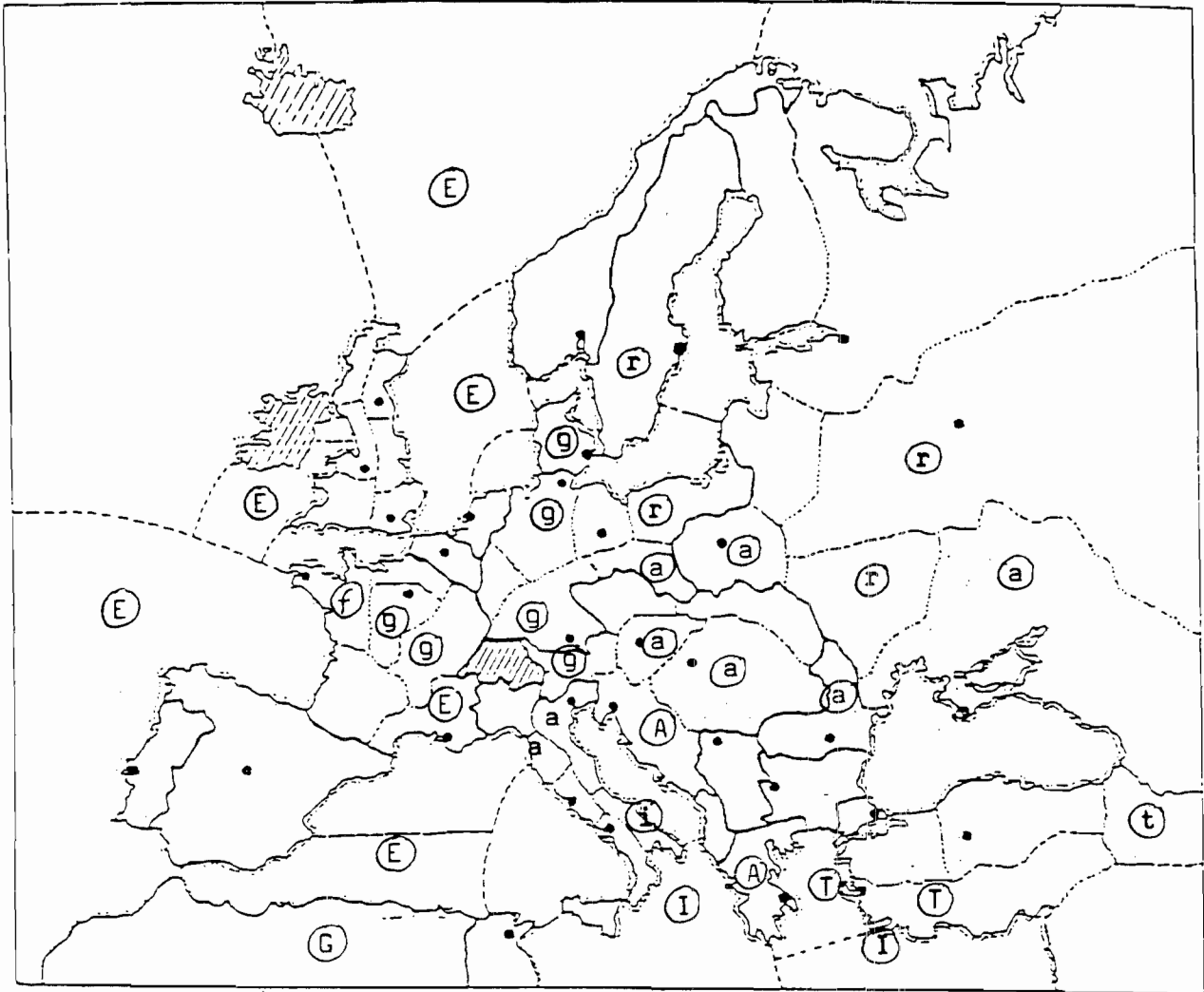
TF: Thanks for your lines and it sounds interesting that a German ICE train will run on U.S. tracks in the near future. I hope that your tracks permit a running of 250 km/h and more. I also hope that you are fully recovered by now (I will write soon....).



There I am, Helga!

No, Hägar!

You want to get me to know obviously, that I stayed abroad for too long, isn't it?



- AUSTRIA (R. Baty): A Vie, A Bud
- ENGLAND (U. Mannherz): -
- FRANCE (cd): F Cly - ex
- GERMANY (Th. Butcher): A Mun
- ITALY (Ch. Arsenault): A Pie - ex
- RUSSIA (Chr. Thielscher): F Nor - ex
- TURKEY (G. Markhof): -

There was a map error last season: Obviously we have a German army in Tyrolia and not in Munich as shown. therefore Tom is able to build another A Mun this winter. Sorry....

Press

Vienna - Constantinople: Onward and Outward !

Xenophon: For how long, still ?

Vienna - Moscow: Since our troops are very interested in visiting Moscow, perhaps you could suggest some interesting attractions to visit ?

Xenophon: How about the Kremlin and the famous subway stations..... ???

Italy to England & Austria: Have fun !

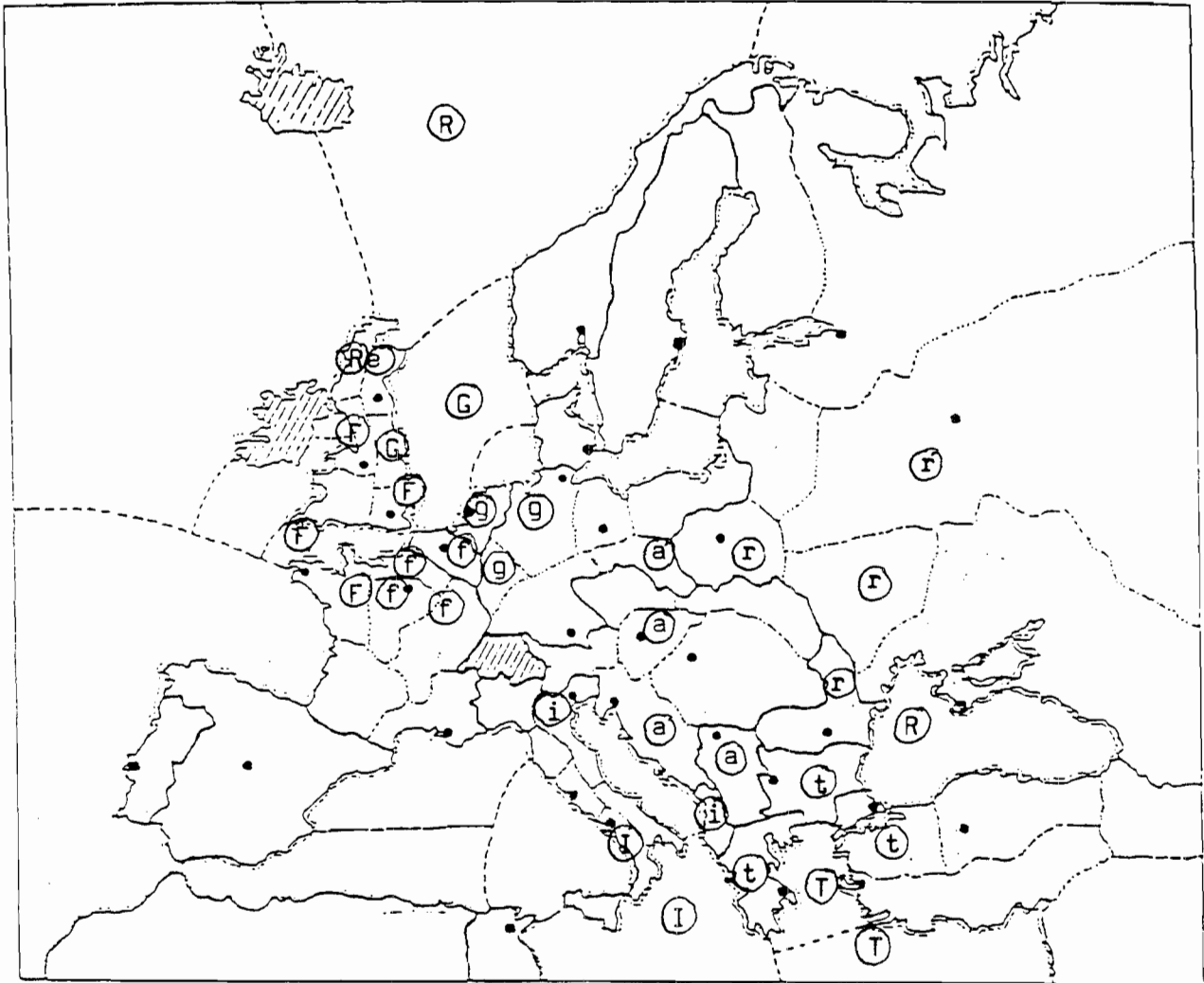
Xenophon: I'm sure they will !

Vienna - Rome: How about removing your army Apulia, not your fleet EAS ?

For the next ZAT please send the S 05 - moves !

.....

SERAPIS 1990VD **Autumn 1905**



- AUSTRIA** (R. Röllig): A Vie - Gal, A Sil S A Vie - Gal, A Tri S A Ser - xxx,
A Ser S ITALIAN A Alb - Gre(NSO)
- ENGLAND** (cd): A Edi - xxx NMR !
- FRANCE** (J. Webley): A Bur S A Bel - xxx, A Pic S A Bel - xxx, A Bel - xxx,
 F ENG S F Lon - xxx, F Lon - xxx, F Lpl - xxx
- GERMANY** (A. Bustany): F NTH - xxx, F Yor - xxx, A Hol - xxx, A Kie - xxx,
 A Ruh - xxx NMR !
- ITALY** (D. Dahmann): A Ven - xxx, A Ser - Gre(NSU), F ION S A Ser - Gre,
 F Apu S F ION - xxx, A Alb - xxx(NOR)
- RUSSIA** (C. Gautron): F NWS - Cly, F Nor - NWS, A Ukr - Gal, A War S A Ukr - Gal,
A Mos - Ukr, F Rum - BLA, A Sev - Rum

TURKEY (A. Stielau): F EAS - ION, F AEG S A Gre - xxx, A Gre - xxx,
A Bul S A Gre - xxx, A Con S A Bul - xxx

Retreats(&): -

<u>Supply Centers</u>			<u>Builds</u>
A: Vie, Bud, Tri, Ser	- 4		0
E: Lpl , Edi	- 1	1 unit	0
F: Par, Bre, Mar, Spa, Por, Bel, Lon, + LPL	- 8	6 units	+2
G: Ber, Kie, Mun, Hol, Den	- 5		0
I: Rom, Nap, Tun, Ven	- 4		0
R: Pet, Mos, War, Sev, Rum, Swe, Nor	- 7		0
T: Con, Ank, Smy, Bul, Gre	- 5		0

Winter 1905

AUSTRIA: -
ENGLAND: -
FRANCE: A Par, F Bre
GERMANY: -
ITALY: -
RUSSIA: -
TURKEY: -

Press

Xenophon - Paris: Are the problems concerning 'Carolina Routemaster' solved by now ?

St. Petersburg - Istanbul: Is our plan still on ?

Xenophon - Dirk: Du solltest schon wissen, wo Deine Einheiten stehen !

For the next ZAT please send the S O6 - moves !

XEINE

GM: Thomas Butcher

Carolina Routemaster

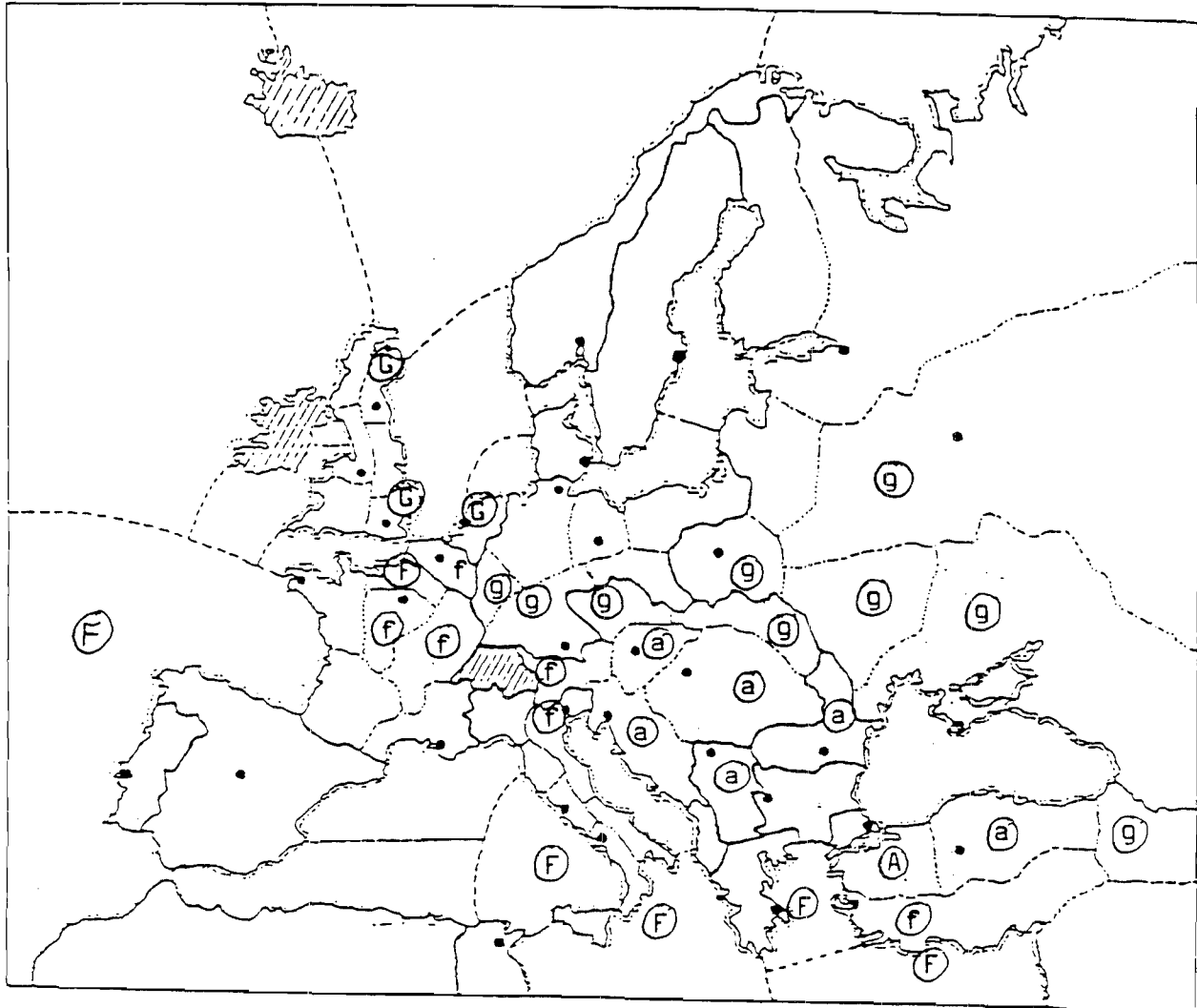
Thomas Butcher: "As of this date I have received letters from only two of the five entrants in Carolina Routemaster. One contained orders, not quite accurate but easily amended to become perfectly adequate (this is turn zero and only announces intended builds, which may be changed in turn one if paralleling occurs). The other letter, from John Webley, was a cry of despair in which he asked to be omitted from the lists until another time as he could not understand the rules.

I hastily made up some material to help him out, including a set of sample builds for turn one for four players, expecting him to figure out for himself where five players are concerned. Since it wouldn't do to help one player alone in this way I sent all of the five the same thing.

Another problem is that I believe I gave you the wrong information to be printed in the game-start announcement. A look at the rules would serve to dispel any doubts, but for the record, in the 5-player game each starts with \$14.500 and may borrow up to half that amount or \$7.250. Maximum builds thus come to 16 with a depot outside a city or 14.5 with one in a city.

As things are then, I think it would be best to hold over the gamestart one more issue and let the players thoroughly digest the rules and feel confident they can handle the game. If I get a sudden rush of orders in the next few days I can phone you and let you know, but the silence from our players is getting ominous.

TF: Okay and well done - I hope that John Webley and the other four players have understood the rules now (I must confess I didn't get them too by first reading). So there is no other way than to delay the deadline. Let me know how things are going with the game, please !



AUSTRIA (H. Sommer):

A Vie - xxx, A Tri S A Vie - xxx, A Rum - xxx,
 A Bud S A Rum - xxx, A Ser S A Bud - xxx, A Con - Ank,
 F Smy - Con

FRANCE (M. Grünewald):

F Bre - Pic, A Mar - Bur, A Par S A Mar - Bur, A Bel - Hol,
 A Ven S A Tyr - xxx, A Bul - Smy, F AEG C A Bul - Smy,
 F EAS - xxx, F Nap - ION, F Rom - TYS, F WMS - MID,
 A Tyr S AUSTRIAN A Vie - xxx

GERMANY (U. Stähr):

F NWS - Cly, F NTH - Lon, F Kie - Hol, A Sev - Arm,
 A Mos - Sev, A Gal S A Boh - xxx, A Ukr S A Gal - xxx,
 A War S A Gal - xxx, A Boh S A Mun - xxx, A Ruh S F Kie - Hol,
 A Lvn - Mos

Retreats(&):

-

Change of Address(COA):

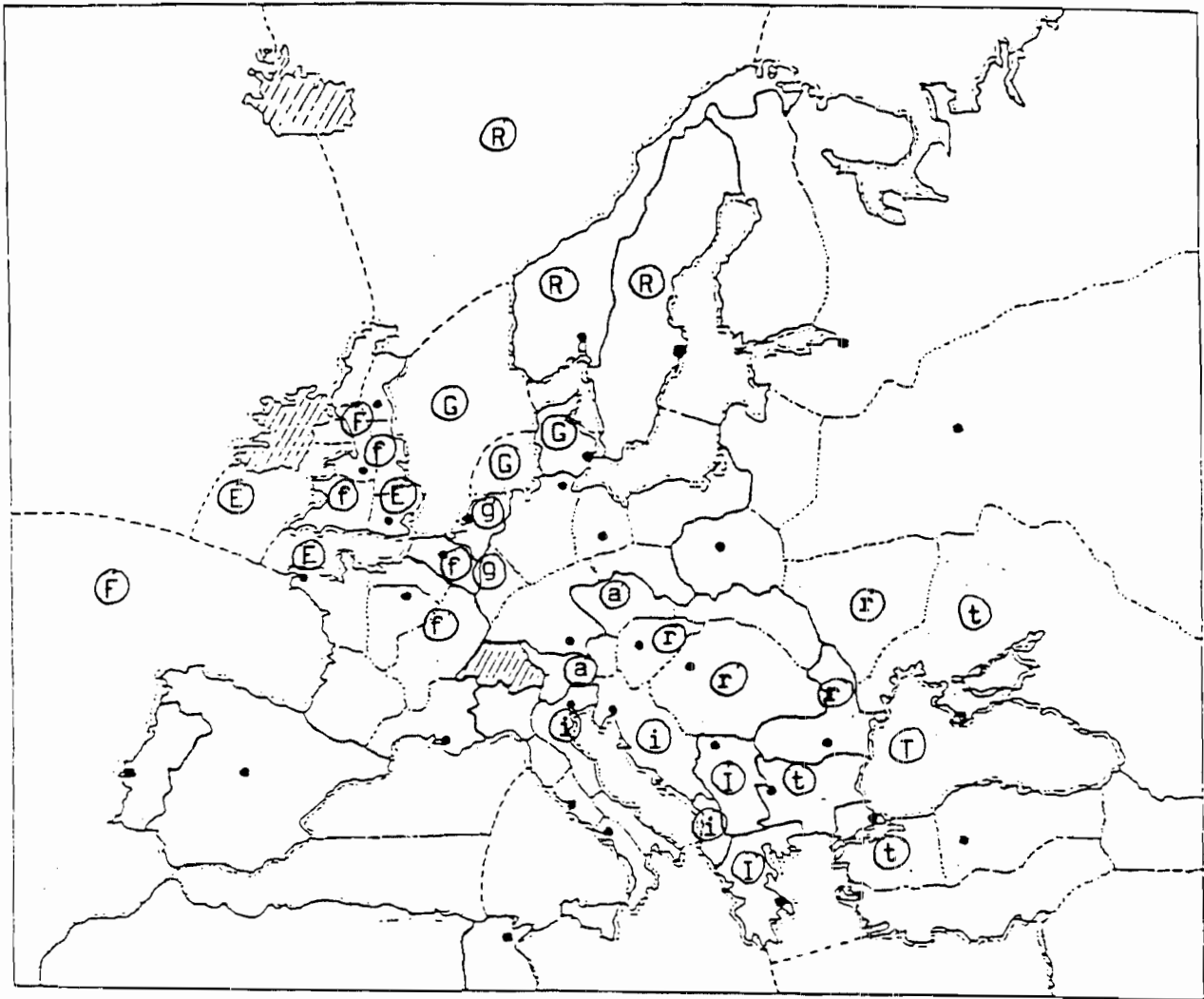
Ulrichs neue Adresse lautet: Rheindorfer Str. 90, 5300 Bonn 3,
 Tel. 0228/466450 - bitte notieren !

Presse

Paris an Rolrol: Danke, Rolrol, daß Du - wenn auch nur für kurze Zeit - das Amt eines Standby in aussichtsloser Position übernommen hast.

Xenophon an Rolrol: Auch ich bedanke mich dafür recht herzlich !!!

Zum nächsten ZAT bitte die A + W 13 - Züge !



AUSTRIA (C. Gautron): A Tri S A Ser - xxx(&), A Vie S A Tri - xxx(&),
A Ser S RUSSIAN A Rum - Bul(&)

ENGLAND (Ch. Arsenault): F Lon S GERMAN F NTH - ENG(NSO),
F IRI S GERMAN F NTH - ENG(NSO)

FRANCE (M. Burgdorf): F NAT - Lpl, A Lpl - Yor, A Pic - Wal, F ENG C A Pic - Wal,
 F Bre - MID, A Bel - xxx, A Bur S A Bel - xxx

GERMANY (R. Baty): A Mun - Ruh, F NTH - Bel, A Hol S F NTH - Bel, F HEL - NTH,
 F Den S F HEL - NTH

ITALY (D. Hood): A Ven - Tri, F Alb S A Ven - Tri, A Rom - Ven, A Gre - Ser,
 F AEG - Gre

RUSSIA (J. Dennett): A Gal - Vie, A Buđ S A Gal - Vie, F Nor - NWS, F Pet(nc) - Nor,
 F Swe S F Pet(nc) - Nor, F Sev - BLA(&), A Ukr - Sev,
 A Rum S ITALIAN A Gre - Ser

TURKEY (D. Barnes): A Arm - Sev, F BLA S A Arm - Sev, A Con S A Bul - xxx,
 A Bul S ITALIAN A Gre - Ser

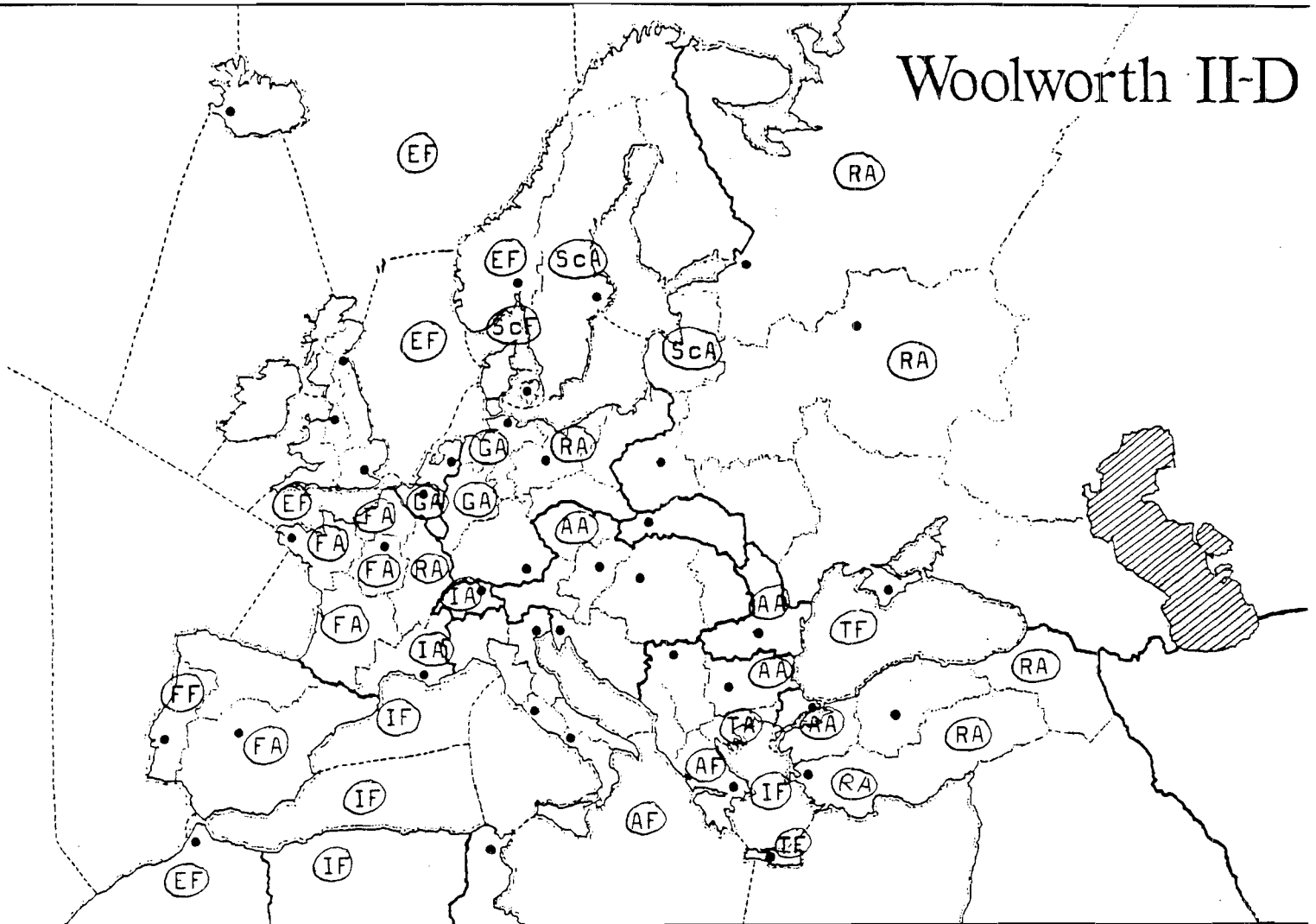
(continued on p.18)

WOOLWORTH II-D

URANOS

1991HZcbl9

A 03



Woolworth II-D

- AUSTRIA (?):** F Gre - Mac, F Alb - ION, A Ser - Bul, A Rum S A Ser - Bul,
A Bul - Con, A Boh S RUSSIAN A Mun - xxx(NSO)
- ENGLAND (U. Stähr):** F MID - Mro, F ENG - MID, F NTH - Jut, F NWS - NTH,
F Osl S F NWS - NTH
- FRANCE (C. Gautron):** A Bur - Pic, A Bre S A Bur - Pic, A Gas - Par, A Mar S A Mdr - xxx(&),
A Mdr S A Mar - xxx, F Por - MID
- GERMANY (?):** A Pic - Par(&), A Hol - Kie, A Ruh S A Hol - Kie
- ITALY (R. Baty):** F Tun - Alg, F TYS - WMS, A Pie - Mar, A Swi S A Pie - Mar,
F LYO - Mdr, F AEG S AUSTRIAN A Bul - Con
- RUSSIA (?):** A Arm - Ank, A Smy - xxx, A Mos - War, A Pet - xxx, A Ber - Kie,
A Mun - Bur
- SCANDINAVIA (?):** A Lap - Swe, F SKA - Jut, A Lvn - War
- TURKEY (J. Dods):** F EAS - Cre, A Con - Ank(&), F BLA S A Con - BLA(IMP/NSU),
A Mac - Con

Retreats(&): GERMANY A Pic - Bel (NMR - GM)
 TURKEY A Con - ex
 FRANCE A Mar - Gas

Change of Address(COA): Ulrich Stähr has moved and can now be reached under:
 Rheindorfer Str. 90, D-5300 Bonn 3, Germany. Please, note !

Supply Centers

Builds

AU: Vie, Bud, Tri, Rum, Ser, Gre, + CON, + BUL	= 8		+2
EN: Lon, Edi, Lpl, Ice, Osl, + MRO	= 6		+1
FR: Par, Mit , Bre, Mit , Mdr, Por	= 4		-2
GE: Kie, Bel, Hol	= 3		0
IT: Rom, Ven, Nap, Tun, Mit , Swi, + MAR	= 6		0
RU: Mos, War, Sev, Gal, Ber, Mun, + PET, + SMY	= 8		+2
SC: Cop, Swe, PAV	= 2		-1
TU: Dit , Sty , Ank, BY , + CRE	= 2	3 units	-1

Press

Italy - France: The choice seems to be to attack you, and revenge Spain (Mr. Fred Davis) or pile up a lot of units in an area that seems otherwise friendly. Now, which would you choose ?

Xenophon: Just to survive I assume...

France - Italy: Oh, you get lots of letters, that's good ! Hopefully they will will have a beneficial effect on Italian foreign policy. The future of France is in your hands !

Russia - Workd: Yes, we're enjoying our vists to germany and Turkey. Unfortunately, we have some unexpected guests at home, whom we'd like to transport home.

Xenophon - Fred: Thanks for your letter - I'll reply as soon as possible, but at the moment I'm in a difficult situation !

Turkey - GM: My extreme apologies, life is not too good at present.

Xenophon: It's all right - I hope you stick to the game ! Life isn't easy for me as well in these days !

Italy - Turkey: Please, do not NMR, it makes taking your supply centers too easy.

Xenophon: Thought you are an American not capable to understand British or German kind of humour....

Turkey - Italy: Thanks for the hurry up. Much appreciated...

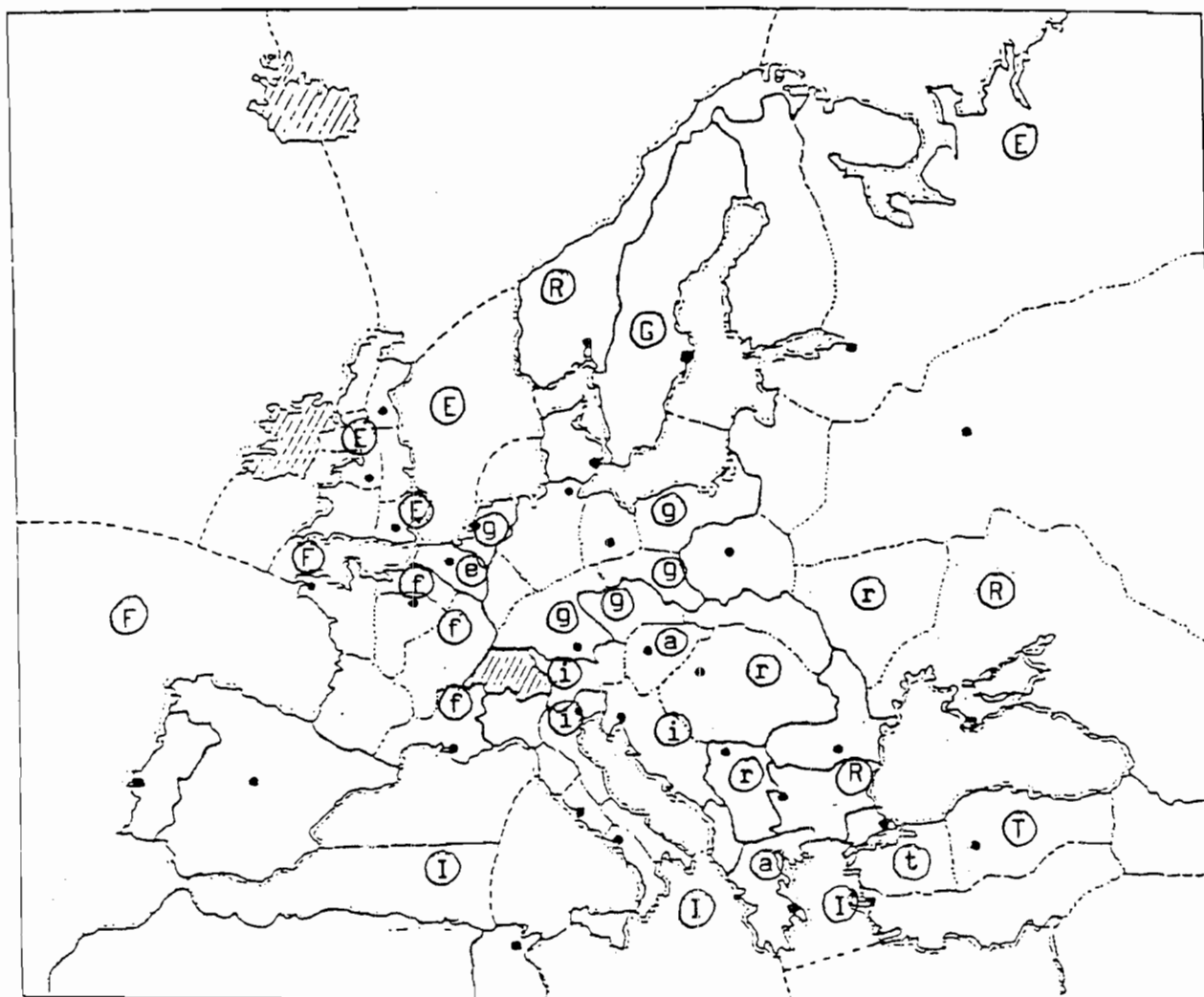
France - England: By your treacherous actions, you have truly lived up to your reputation as the "perfidious Albion". Back off, scumbag !

Xenophon: Harsh words....

For the next ZAT please send the W 03 - builds and removals !



We have been coming together today to give a festive setting for our parish with a purge on this holiday. Where do we start with? why look all at me ?



- AUSTRIA** (M. Kässbohrer): A Vie - Bud, A Ser S A Vie - Bud(&),
F Bul(sc) S TURKISH A Con - xxx(&)
- ENGLAND** (H. Thiemann): F Lpl - xxx, F Lon - xxx, A Bel - xxx, F NTH - xxx,
 F Pet(nc) - xxx NMR !
- FRANCE** (W. Friedrich): F Bre - ENG, F MID S F Bre - ENG, A Pic - Bel,
 A Bur S A Pic - Bel, A Mar S A Bur - xxx
- GERMANY** (J. Spinoza): A Ber - Pru, A Kie - Mun, A Sil - Gal, A Mun - Boh,
 A Hol S ENGLISH A Bel - xxx, F Swe S ENGLISH F NTH - Nor(NSO)
- ITALY** (A. Hinrichsen): A Ven - Tyr, A Rom - Ven, F Nap - ION, F Tun - WMS,
 F Smy - AEG, A Tri S RUSSIAN A Rum - Ser
- RUSSIA** (H. Sommer): A Bud - Gal, A Ukr - Gal, A Rum - Ser, F BLA - Bul(ec),
 F Sev - Rum, F Nor - NTH
- TURKEY** (Kh. Müller): F Ank S A Con - xxx, A Con S RUSSIAN F BLA - Bul(ec)
- Retreats(&):** **AUSTRIA** F Bul(sc) - ex (NMR - GM)
AUSTRIA A Ser - Gre (NMR - GM)

AUSTRIA: Dr. Norman Berdichevsky, POB 335, Zikhron Yaakov 30900, Israel

ENGLAND: Roland Röllig, Tannenstr. 22, D-6087 Büttelborn, Germany

FRANCE: Ralph Baty, 4551 Pauling Ave., San Diego, CA 92122, U. S. A.

GERMANY: Daniel Barnes, Linprunstr. 10, D-8000 München 2, Germany

ITALY: Jerome Spinoza, 219 Rue de l'Université, F-75007 Paris, France

RUSSIA: Markus Kässbohrer, Bergweg 20, D-5414 Vallendar, Germany

TURKEY: Uwe Meyer, In der Donk 50, D-4000 Düsseldorf, Germany

So 4 players got their first choice, 1 it's second and I'm sorry for the remaining two on the place, but I think we'll have good game. I haven't heard anything from Helge Thiemann, who originally wanted to take part in this game (he also NMred in his other game...) and therefore Uwe Meyer got the seventh place.

"Yggdrasil" ist the name of an evergreen world tree in the mythology of the ancient Germanic tribes. The Gods administer justice under this tree and when it trembles it's the first indication of the beginning of world's end. It means "Riding Animal of the Dreadful", i. e. of the God Odin.

Ralph Baty had suggested to name the game after his wife Yvette (thanks, Ralph!), but I first wanted to finish this series with the name of Gods and from Mythology before starting a new series, maybe with female names ???

Press

Xenophon - Europe: I wish you good luck and a lot of fun and may the best Diplomat win !

For the next ZAT please, send the S OI - orders !

(continued from p. 13)

Retreats(&):

- AUSTRIA** A Ser - ex
- AUSTRIA** A Tri - Tyr
- AUSTRIA** A Vie - Boh
- RUSSIA** F Sev - ex

The proposal to proceed with two seasons was agreed on by 3 in favour and 4 abstentions. So we'll go on to play with Autumn and Winter combined from now on, please !

Press

London - Paris: You'll get what you deserve.

Xenophon: Well, but not in this game, obviously - by the way: I'm scared to ask you for more money, but despite your late donation to your account you are still heavily in minus. Send more money, please !

Constantinople - Western Great Powers: I thought this game was called Diplomacy ? Why don't you all ever write me. I'm not history.

Berlin: My big powerful Russian neighbor won the diplomatic battle. Now lets see if the French forces can win on land and sea.

Xenophon: I'm really looking forward to this battle !

For the next ZAT please send the A + W O4 - orders !

Press for WOTAN:

Money Penny an Robby: Who are you, villain? James, you're licensed to kill this one.

Money Penny - Croix de Feu: I DID expect something like this... but crime doesn't pay, so beware.

Money Penny - Bond: I'm really relieved that you are now in control of E and G. How about a nice trip to Venice, James?

M - Bond and Money Penny: I heard this! Bond, you are to report immediately - crack, knrrz.

Money Penny - Bond: So much for this damned intercom. Now, James...

Money Penny - Serendipity: What the heck are you, chap? I suppose it's an abbreviation - let's see, Secret English Road Engineering Novice Development In Private International Tourist Yardage... ungh, well, I'll just call you Pity, ok?

Bond - Money Penny: Whow....

Eulenspiegel - Casanova: Mit der Taktik kommst Du nicht durch....

Waldschrat - (Ruler of Russia): All the best for Russia! But remember, I'm standing behind you. In case of tactical errors I will have to take over control.

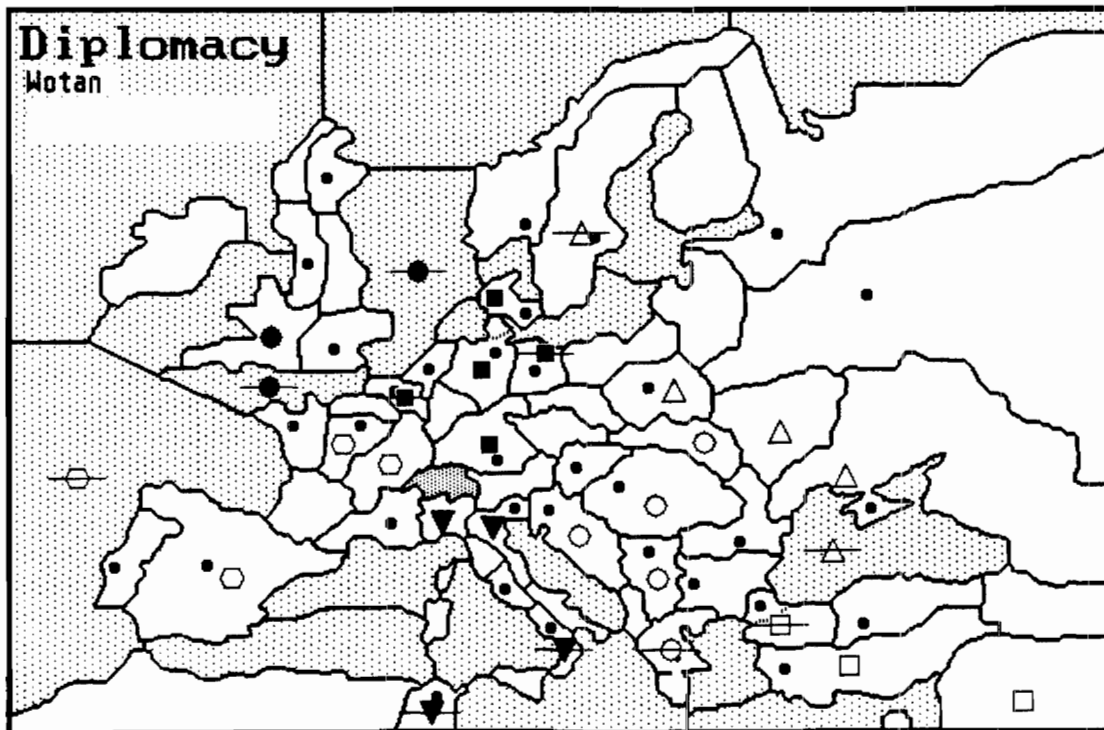
Mephisto - Old Mohamed: Who the fuck is Robin Hood?

Old Mohamed - Mephisto: The grey shade of a player. (i.e. grey press)

NEW ENTRY:

With this turn, the game is closed for further players and the NEW ENTRY vanished.

My offer: two no, four no answer, one Yes. You send your orders to me at the deadline of the regular D. So there is no change.



Barbarian, Kingdom & Empire

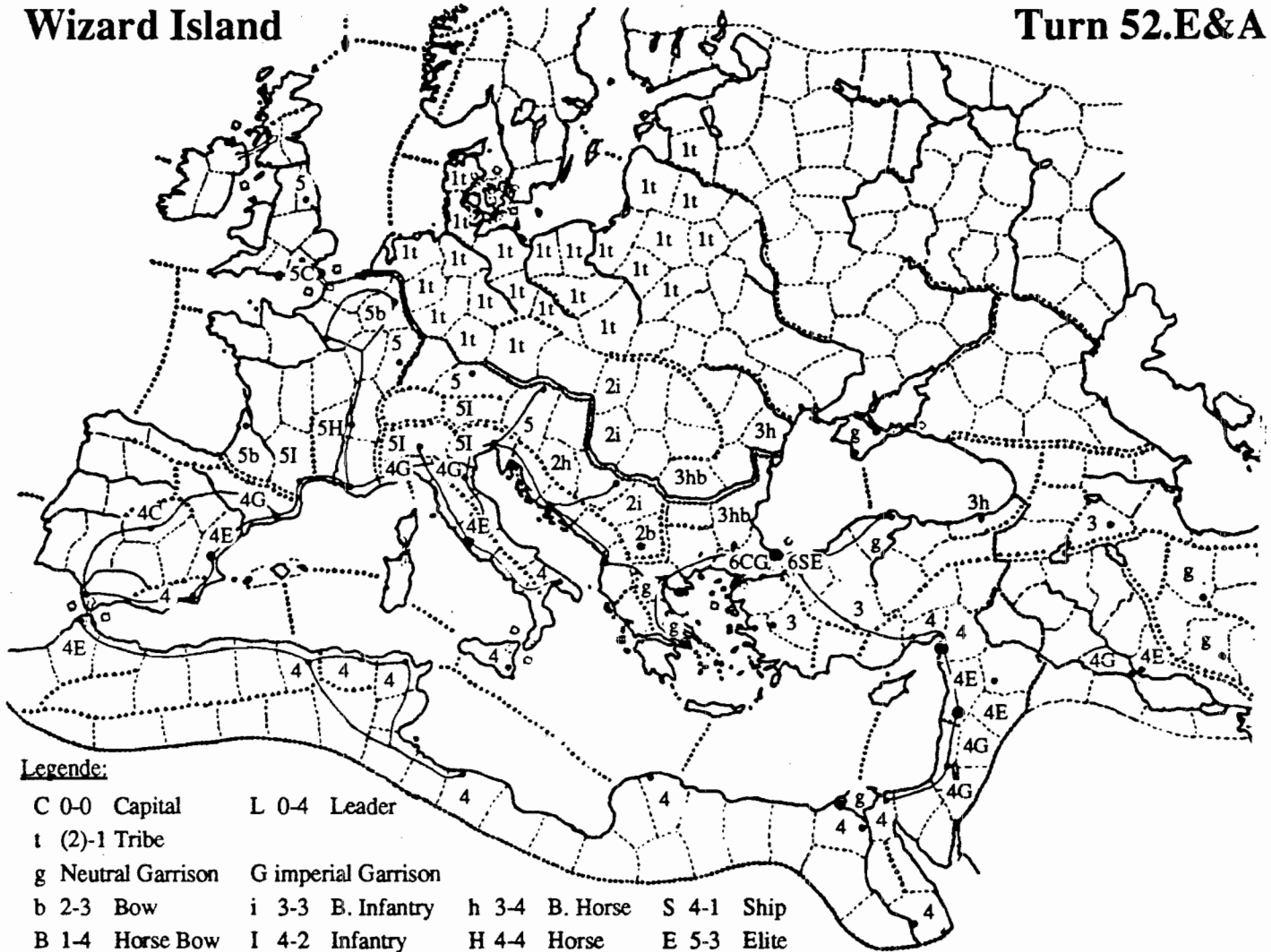
GM:
Ingolf Markhof

Thema von Barbarian, Kingdom & Empire ist die Zeit der Völkerwanderungen: Jeder Spieler versucht, mit seinem anfänglich kleinen Barbarenstamm ein mächtiges Königreich zu errichten, zu expandieren, und schließlich als Imperium das errichtete Reich gegen die Angriffe anderer Barbaren und Königreiche zu verteidigen. Mit dem Zerfall des Reiches geht schließlich das Volk unter und ein neuer Barbarenstamm kann

anstelle dessen ins Spiel eintreten. BKE ist ein "ewiges Spiel", bei dem an dieser Stelle neue Spieler einsteigen können. Wer mitspielen möchte, kann sich beim GM auf die Warteliste setzen lassen. Bei Spieleintritt muß dann beim GM ein Konto eröffnet werden, denn bei BKE ziehen alle Spieler nacheinander und die Auswertungen daher separat per Brief verschickt. Die Kosten betragen ca. alle sechs Wochen je 1.20 DM.

Wizard Island

Turn 52.E&A



Overview

(Turn 52.E&A)

Nr.	Position	Player	Age	Tax	TV	Upk.	Purch.	Admin.	F-TV	Result	VPs	Average
1	B-GE1	Tücksen	5/5	0	0						0	(0.00)
2	B-SL1	Schunck	8/8	1	1						0	(0.00)
3	B-HUN	Franke	11/11	5	14				14		14	(0.13)
4	K-AFR	Temme	13/5	35	40	38	0	0=0%	2	TTE	182	(14.00)
5	K-VIK	Friedrich	16/4	15	15	12	2	0=0%	1	NE	91	(5.69)
6	E-GE2	Sturm	27/12	10	16	2	14	0=0%	0	Reb.6	641	23.74

Liebe Freunde,

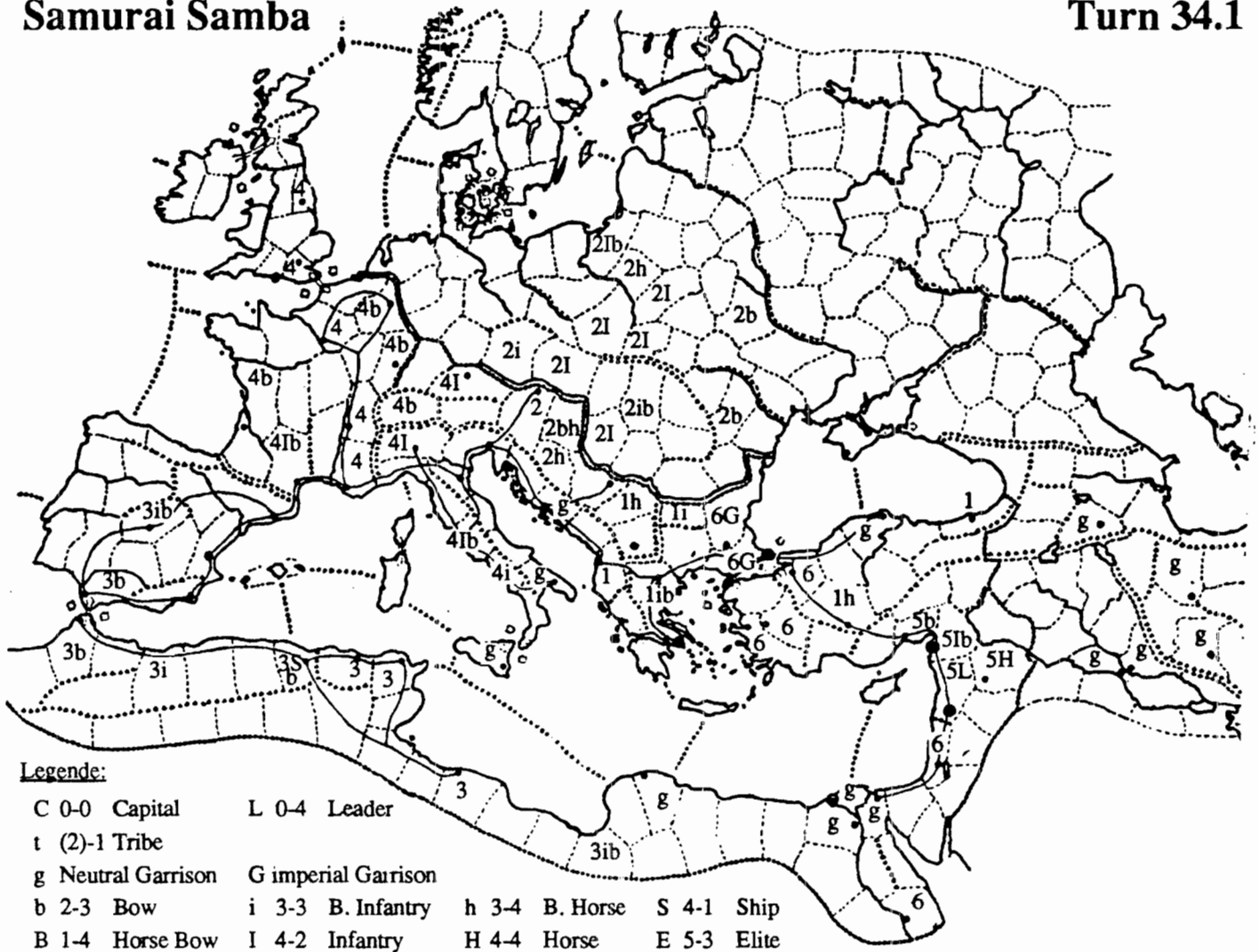
wie Ihr vielleicht schon bemerkt habt, habe ich zur Erstellung dieser Seiten benutzte Hardware gewechselt: Ich verwende nun nicht mehr SIGNUM auf meinen ATARI mit meinen NEC P6, sondern ein FrameMaker 3.0 auf einer SUN SPARCstation und drucke auf einen Apple LaserWriter. Das ist natürlich viel komfortabler. Ich kann alles am Rechner erledigen und brauche nicht mehr zu kleben oder handschriftlich etwas nachzutragen. Ich werde wohl auch die Auswertungen demnächst auf der SUN erstellen. Die

Auswertungen könnten dann auch eine jeweils aktuelle Karte enthalten, was Euch die Zugabgabe wohl deutlich erleichtern würde und damit eine schnelle Zugabe ermöglichte.

Wegen des derzeitigen Streiks im öffentlichen Dienst habe ich die Kingdom- und Empire-Spieler angerufen und die E&A-Orders nachgefragt, um zusätzliche Verzögerungen zu vermeiden. Wenn ihr noch Barbaren spielt und daran denkt, neu anzufangen, teilt mir dies bitte bereits bei der Abgabe Eurer "normalen" Orders mit.

Samurai Samba

Turn 34.1



Overview

(Turn 34.E&A)

Nr.	Position	Player	Age	Tax	TV	Upk.	Purch.	Admin.	F-TV	Result	VPs	Average
1	B-SL2	Stegemann	8/8	4	7				7		7	(0.88)
2	B-GE2	Hagenguth	8/8	3	3				3		3	(0.38)
3	B-AFR	Scheben	9/9	6	13				13		13	(1.44)
4	B-VIK	Alexy	11/11	14	28				28		28	(2.55)
5	K-ARA	Sturm	19/8	13	17	6	4	7=50%	0	NE	90	(4.74)
6	E-AFR	Stähr	32/10	11/6	7	3	0	0=0%	4	CO	1003	31.34

Nochmals möchte ich darauf hinweisen, daß in dringenden Fällen auch telefonische Zugabgaben möglich sind. Da ich einen Anrufbeantworter besitze und Nachts das Telefon leise stelle, könnt Ihr ohne Hemmungen rund um die Uhr anrufen und Eure Orders ggf. auf Band sprechen. Zwar bevorzuge ich schriftlich Orders, aber telefonische sind mir lieber als verspätete!

Wenn ich mir die Entwicklung beider spiele ansehe, so habe ich den Eindruck, daß wir auf gutem Wege sind, nicht wieder allzu dominierende Reiche zu bekommen. Selbstmurmelnd sind die Würfel des GM jedoch auch weiterhin unberechenbar. Wenn sich die diesbezüglichen Klagen häufen, würfele ich demnächst nur noch unter Zeugen ;-).

Ulrich Stähr ist umgezogen: Er wohnt jetzt in der Rheindorfstraße 90 in 5300 Bonn 3.

Zur Warteliste habe ich bisher kaum Kommentare erhalten. Nur Roland hat mitgeteilt, daß er eine seiner beiden Positionen in

Wizard Island und Samurai Samba aufgeben wird, wenn da Volk, das er dort momentan jeweils spielt, aus dem Spiel ausscheidet. Dies bedeutet, daß demnächst der erste der Warteliste in eines der beiden Spiele einsteigen kann.

Warteliste: Jerôme Spinoza, Helge Thiemann.



First Diplomacy European Tournament

from August 31st to September 6th

Mairie du XVème Arrondissement, 31 rue Peclet, Paris 15ème. Tube station : Vaugirard.

It will take place in September 1992 in Paris, during one full week. We want this year to be also the date of the birth of a true exchange between the European hobbies, and a new opportunity to meet.

Paris is one of the nicest cities in the world, if not (for us, of course) the nicest one ! Our capital will not spare its efforts to maintain this fame. We shall prove it. You will also discover our delighting "cuisine".

You will take part in the most disputed and sportsmanlike Diplomacy tournament, from Friday 4th to Sunday 6th. Ask played with a Frenchman. our championships bring hundred players each time, nationalities : French, Belgians, Germans, Greeks, Italians, Moroccans, Algerians, Rumanians, Finns and even Portuguese player who won and an other one our Masters ; the year before, a Greek ! Our infamous traitor" is a Swiss !!!



anyone who has already Since more than two years, together more than one melting seventeen different Swiss, British, Americans, Portuguese, Turks, Tunisians, Lebanese, Japanese... This year, it was a our national Championship, last year, it was a Yankee ; acknowledged "most

You will take part in a the best boardgames will be will be organized on games Republic of Rome, 1830, Zargos, United for the sports category; where many wargames, such as Empires in Arms, Imperium Romanum, World in Flames or Europa will be organized with original scenarios. In fact, we also hope that players and organizers from every country will make proposals to us to enrich the menu and to put life into the games they like. What better way to make them known throughout the whole Europe ? An international convention has to take care of that too ! You will take part in a player meeting which has to help developing paneuropean contacts in order to improve the hobby everywhere. How many friendships will be struck round these cups that we will fill with champagne (champagne in the conventions is an established tradition since 1988!). The results of the second Zine Ordinatus, the European Zine Poll, will be issued there and a premium will be offered to the winner.

convention where many of proposed ; where challenges such as Civilization,

Foreign players will be exempted from fees. We can host (with the locals !) those who would not be able to book an hotel. As far a possible, please warn us in advance of your involvement, as a contact in your country (send a fly, or a zine if you edit one), as a player or a group of players if you are interested in coming here. We urge you to pass the word.

More information on every details will follow, but they will perhaps not be so widely spread. Please, identify ! We hope there will be many of you !

For all international contacts, write to : Xavier Blanchot, 99 Bd Raspail, F-75006 Paris, France or phone, even late, to the (33) (1) 45.48.21.68 & 45.88.13.37

Profit from this new opportunity

After weeks of hard work, of resolute compilation, telephone calls across the world to find the whereabouts of this or that variant, Jef BRYANT and Miguel LAMBOTTE have the pleasure to announce the third issue of 'The Spice of Life'.

Newsletter of the Belgian Variantothèque, SoL wants to establish the most complete list possible of not only Diplomacy variants but also all the games played by mail (sports games; etc.)

On the contents page in the third issue one can find the existence of this list (additions and modifications - the complete list is available from Jef Bryant), the start of the mini-reviews of the variants (gigantic task!), Pourquoi Pas? (Why Not?), a Belgian variant from the 1970's, the results of the Best Variant of the Year 1991, the variants played in the European zines, and the latest Miller Numbers.

SoL 1 and 2 are still available in English and in French. Each issue costs 40 FB.

Contacts :

Jef BRYANT, Rue Jean Pauly, 121, B-4430 ANS, Belgium
(English edition);

Miguel LAMBOTTE, Rue du Snapeux, 62, B-4000 LIEGE, Belgium
(French edition).

Jef Bryant looking for
variants in the zines....

