

DIPLOPHOBIA

THE GAMESMAN DIPLOMACY SUPPLEMENT -- Member, IDA, PDC, TDA -- Issue Number 105

Editor & Publisher: Don Miller (w/help from Alice Haldeman) December, 1972

Regular Postal Diplomacy Games: THIS is war!!!

*QFC(1970AO)(F14)(p2),(A/W14,S15)(p5) QHC(1971W)(S10)(p3),(Su/F10)(pp6,7)

QGC(1971G)(W10/S11)(p2),(Su/F10)(pp5,6) QIC(1971BI)(S08)(p3,4),(Su/F08)(p7,8)

Variante Postal Diplomacy Game: @FNI(1970Fck)(F26)(pp4,5),(W26)(p8) This is WAR??

DIPLOMANIA 32-12 (General Material) (pp 9-20) (Also, general material pp1A, 8A)

@WON W26, Andy Phillips, ENG, by player concession. *Plus Diplobourse.

In General --

As noted in DIPLOPHOBIA #104, this will be the last general distribution issue of DIPLOPHOBIA (but not the last issue; see below). All subscriptions to DIPLOPHOBIA end with this issue, and all trades except a very few where we are trading all-for-all with a whole family of magazines or where the trader is an archivist or has a similar special need for DIPLOPHOBIA. All subbers who had subs running beyond DIPLOPHOBIA #105 have already had them transferred to TGL (several issues of TGL ago, since this issue of DIPLOPHOBIA was delayed several months); some of these orphaned TGL subs have since expired. All trades have been transferred to TGL as well (except those noted above).

Since the games in DIPLOPHOBIA are still going, and TGL has no extra room at the moment, DIPLOPHOBIA will continue at least another 10 issues (sooner, if the remaining four games are over earlier--which seems unlikely at the moment). When the current games are completed, DIPLOPHOBIA will end. We may have a winners' game (either in a one-game 'zine or in TGL) later, but this is not certain at the present time. Other than that, we will be running no more games for the foreseeable future when the current games end.

If anyone feels he must sub to DIPLOPHOBIA, he will have to sub to TGL since we are accepting no subs to DIPLOPHOBIA, and we will deduct one issue from his TGL sub for each issue of DIPLOPHOBIA we send him. However, DIPLOPHOBIA will be only a shadow of its former self--four pages maximum, usually less--all games, with little or no general material. Just what's necessary to complete the games.

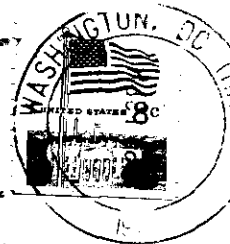
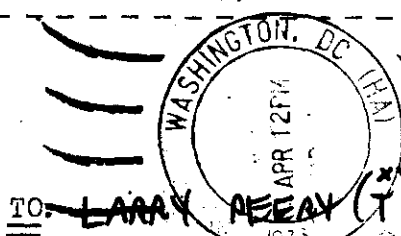
As for this issue--pages 2 thru 8 were run off by Alice Haldeman. Unfortunately, she misunderstood our instructions and failed to leave a blank page for page 1 on the other side of page 2--so the pagination was fouled up, and we had to pull two pages of moves formerly numbered as pages 9 and 10. These two pages are being published as part of subsequent issues of DIPLOPHOBIA, as space allows (#9 was included as part of DIPLOPHOBIA #110; #10 will appear in either #111 or #112, as space permits). In their place in this issue we have included a breakdown of the results of DIPLOMANIA-family games completed to date (pages 1A, 8A).

Finally, in this issue we complete publication of the moves and commentary for the "Platypus" Game (1969CB; DIPLOPHOBIA game QBC). These pages and those published in earlier DIPLOPHOBIA's will be bound together, together with some additional material on QBC (but not the lengthy propaganda, unfortunately), and made available (50¢ a copy) as DIPLOMANIA #33. (There will be some more issues of DIPLOMANIA in the future--but very few and far between, not avail. by subscription or trade, priced individually, and announced in TGL.)

This issue of DIPLOPHOBIA is 35¢; it will be mailed via 3rd-class mail.

DIPLOPHOBIA

% D. Miller
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DIPLOMANIA-FAMILY GAME RESULTS TO DATE

Regular --

(Asterisk indicates Bourse with game)

- PAA (1965V; orig. TWJ-1965-A): Drawn W13, Alan Huff (TUR), Banks Mabane (ITA), Terry Kuch (GER), Frank Clark (ENG); Centers held: 11, 10, 7, 6, resp.
- PBA (1966E; orig. TWJ-1966-B): Won W07, Jim Latimer (RUS).
- PCA (1966F; orig. TWJ-1966-C): Won W13, Monte Zelazny (ENG).
- PEA (1966K; orig. TWJ-1966-F): Won S11, Dave Lebling (A-H), by concession.
- PFC (1966T; orig. TWJ-1966-J): Won W13, George Schelz (RUS).
- PHC (1966AS): Won W11, Jack Greene (TUR).
- PIC (1966AT): Won W14, Dave Lebling (A-H), by concession.
- PJC (1966AZ): Won W10, Dave Lebling (FRA).
- PKC (1966BD): Won W15, Gene Prosnitz (FRA).
- PLC (1967B): Won W11, Buddy Tretick (GER).
- PNC (1967I): Won W08, Peter Rosamilia (A-H).
- POC (1967N): Won W10, Gene Prosnitz (ITA).
- PPC (1967AC): Won W06, Buddy Tretick (A-H), by concession.
- PQC (1967AL): Won W15, Doug Beyerlein (A-H).
- PRC (1967AP): Won W11, Peter Rosamilia (FRA).
- PSC (1967AQ): Won W08, Buddy Tretick (RUS).
- PTC (1967BE): Drawn Sull, Hal Naus (FRA; 16), Ed Hille (GER; 16); surviving, w/one s.ctr each: Conrad von Metzke (ITA), Larry St.Cyr (RUS).
- PUC (1968C): Drawn W13, Conrad von Metzke (RUS; 17), Hal Naus (TUR, 17).
- PVC (1968D): Won W09, George Schelz (GER).
- PWC (1968E): Won W10, Charles Turner (RUS).
- PXC (1968L): Won W11, Hal Naus (GER).
- PYC (1968M): Drawn Su10, Peter Rosamilia (ENG), Bob Johnson (RUS).
- PZC (1968V): Won W10, Bob Johnson (TUR).
- *QAC (1969CA): Won W11, Jeff Power (ITA).
- *QBC (1969CB): Won W12, Brenton Ver Ploeg (ENG).
- *QCC (1969CL; DPBA Winner's Game #1): Won W10, Peter Rosamilia (A-H).
- *QDC (1970F): Drawn W14, Fausto Calabria (TUR; 14), Mark Tonnesen (GER, 10), Andy Phillips (ENG; 10).
- *QEC (1970AD): Won W10, Rick Brooks (A-H).
- *QFC (1970AO): Still in progress.
- QGC (1971G): Still in progress.
- QHC (1971W): Still in progress.
- QIC (1971BI): Still in progress.
- QJC (1971BJ): Won W06, George Lowrance (FRA), by player concession.
- Note: Games PAA, PBA, PCA, & PEA used "Spring Raid Rule".

Variant --

- DAA (1966Gf; orig. TWJ-1966-EE) ("Game of Anonymity"): Won W14, Terry Kuch (FRA).
- DBB (1966Dg; orig. TWJ-1966-GC) ("Economic Diplomacy I"): Drawn W18, Terry Kuch (RUS; 19), Lewis Pulsipher (TUR; 14), Jim Boskey (ITA; 1).
- DCA (1966Hf; orig. TWJ-1966-LE) ("Game of Anonymity"): Drawn W19, Conrad von Metzke (ENG; 17), Hal Naus (FRA; 17).
- DDD (1966Jl; orig. TWJ-1966-NH) ("Twin Earths Diplomacy"): Won W17, Andy Phillips (ENG).
- DEE-A (1966Mn; orig. TWJ-1966-SE) ("Game of Chaos"): Abandoned by mutual consent.
- DEE-B (1966AMn) ("Game of Chaos" ("Alternate World B")); Abandoned by mutual consent.
- DEE (1966No; orig. TWJ-1966-TN) ("Nine-Man Diplomacy, Miller Version"): Drawn F14, Banks Mabane (A-H, 17), Don Miller (TUR, 16), Larry St.Cyr (GER; 13), George Schelz (UK, 6).
- DGA (1966Wf) ("Game of Anonymity"): Won W11, George Schelz (ITA).
- DHG (1966ABy) ("Microdiplomacy"): Drawn S09, Frank Clark (FRA; 17), Gene Prosnitz (RUS; 10), Allan Huff (TUR; 7); GM: Terry Kuch.

(Cont. on pg. 8A)

QFC (Regular Diplomacy Game #25) -- ITALY KEEPS LEAD, NEARS VICTORY;
CIVIL DISORDER IN GERMANY!

The Players -- Doug Beyerlein is asked to send AUT/WINT'14 and S'15 orders for GER (Charles Welsh missed second time in row and is out of game; Stand-by player Mark Tonnesen failed to send in orders as requested and is removed from stand-by roster for QFC).

FALL, 1914 orders --

GER (Civil Disorder; hopefully, Beyerlein eff. A'14) -- F StP(NG) (U)
(D (Bar, o.b.)); F Ska (U); A Swe (U).

ITA (Calabria) -- F Nts-Den; F Hel (S) F Nts-Den; F Nwg-Nts; F Nwy (S)
F Nwg-Nts; A Hol-Kie; A Ruh (S) A Hol-Kie; A Bur-Mun; A Pie-Tyo; A
Ven (H); A Tus (S) A Ven; F Ion (H); F Tyn (S) F Ion; F Adr (S) F
Ion; F Apu (S) F Ion.

TUR (Rosamilia) -- A Mos-StP; A Fin (S) A Mos-StP; A Ukr-War; A Tri-
Ven; A Tyo (S) A Tri-Ven; A Vie (S) A Tyo; A Bud-Tri; A Ser (S) A Bud-
Tri; A Mun (S) A Ber-Kie; A Ber-Kie; A Boh (S) A Mun; F Aeg-Ion; F
Eme (S) F Aeg-Ion; F Gre (S) F Aeg-Ion; F Alb (S) F Aeg-Ion.

Propaganda -- None received.

Supply Centers held at end of A'14 (retreat doesn't affect count) --

GER -- ~~Ska~~, ~~Swe~~, ~~Den~~ (remove two units). (1)

ITA -- Nwy, Nap, Rom, Ven, Tun, Bre, Mar, Par, Por, Spa, Bel, Hol,
Kie, Edi, Lvp, Lon, Den (may build two units; currently has only
14 units on board, but has just two open s.ctrs. in which to bld.) (17)

TUR -- Ank, Con, Smy, Bul, Gre, Rum, Ser, Bud, Tri, Vie, Mos, Sev,
War, Ber, Mun, StP (may build one unit). (16)

QFC Diplobourse -- NO ACTION FOR 9TH CONSECUTIVE SESSION!

No Action in Session 39. The Board at end of Session 39 (Selling
Price) -- Gr, .00; Pd, .00; Fr, .00; Mk, .18; Ll, 1.96; Rc, .00;
Pi, 1.49. (Note that Ver Ploeg has missed for 3rd time in row, and is
therefore out of Bourse unless we hear from him NLT 13 Nov.)

Deadline for Session 40 -- Nov. 13.

Deadline for AUT'14 retreat (GER: F StP(NG)) and W'14 builds/re-
movals and S'15 moves (required!) -- Noon, Tues., 14 Nov.

QGC (Regular Diplomacy Game #26) -- ARMAGEDDON APPROACHES AS ENGLISH,
FRENCH MOVE TO STOP ADVANCING TURKS!

WINTER, 1910 builds/removals -- ENG (Naus): (B) A Edi; FRA (D.
Cochran): (B) F Bre; (B) A Par; ITA (Welsh): NMR; GM (E) A Apu, F Tus,
A Pie; RUS (Dix): NMR; GM (E) A Sil; TUR (Tonnesen): (B) A Con; (B)
F Smy; (B) A Ank. (ITA and RUSS are out of game (no units left).)

SPRING, 1911 moves --

ENG (Naus) -- F Nat (S) FRA F Bre-Mid; F Nts (C) A Edi-Nwy; F Lon (H); F
Den-Kie; F Bal-Bot; F Ber-Bal; A Lvn (S) A Mos; A Mos (S) A War-Ukr;
A War-Ukr; A Edi-Nwy.

FRA (Cochran) -- F Bre-Mid; F EnC (S) F Bre-Mid; F Tyn-Ion; F Tun (S)
F Tyn-Ion; A Mar-Pie; F Lyo (S) A Mar-Pie; A Mun-Boh; A Ruh-Mun; A
Kie-Ber; A Par-Bur.

TUR (Tonnesen) -- A Sev (S) A Ukr-Mos; A Ukr-Mos (D (Rum, o.b.)); A
Gal-Sil; A Bud-Gal; A Tyo-Pie; A Ven (S) F Rom-Tus; F Rom-Tus; F Nap-
Rom; F Ion (H); F Adr (S) F Ion; F Smy-Aeg; A Con-Bul; A Ank-Arm; A
Ser-Tri.

Propaganda -- None received.

Deadline for SUM'11 retreat (TUR: A Ukr) and F'11 moves -- Noon,
Tues., Nov. 14.

QHC (Regular Diplomacy Game #27) -- AUSTRIA, ITALY SQUARE OFF AGAINST FRANCE, RUSSIA; ENGLAND FIGHTS ON VS. HOPELESS ODDS!

SPRING, 1910 moves --

A-H (Power) -- F Con-Aeg; F Bla-Con; A Ser-Gre; F Alb-Adr; A Tri-Ven;
A Tyo (S) A Tri-Ven; A Vie-Boh; A Gal (S) A Vie-Boh; A Bud (S) A Gal;
A Ukr (H); A Sev (S) A Ukr.

ENG (Phillips) -- A Ycr-Edi.

FRA (Calabria) -- F Edi (H); A Pic-Bel; A Bur (S) A Pic-Bel; A Par-Gas;
A Spa (S) A Par-Gas; F Por-Mid; F Bre (S) F Por-Mid.

ITA (Tonnesen) -- A Ven-Pie; F Tyn-WMe; F Ion-Tyn; F Mid-Bre (D (Iri, Nat, Naf, o.b.)).

RUS (A. Miller) -- F Lon (H); F EnC (S) F Lon; A Mos (H); A Lvn (S) A Mos;
A War (H); A Pru (S) A War; A Sil (S) A Mun-Boh; A Mun-Boh;
A Kie-Mun; A Mar-Bur; F StP(NC)-Nwy.

Propaganda -- None received.

Deadline for SUM'10 retreat (ITA: F Mid) and F'10 moves -- Noon, Tues., 14 Nov.

QIC (Regular Diplomacy Game #28) -- FRANCE, GERMANY, ITALY MOVE ON RUSSIA, TURKEY! CZAR REPORTED SLAIN: COUP RUMORED!

The Players -- Hal Naus, pls. send SUM/FALL orders for RUS (Dix), in case David misses again.

SPRING, 1908 moves --

FRA (Tonnesen) -- A Boh-Vie; A Tyo (S) A Tyo-Vie (invalid support order);
A Gal (S) A Rum-Ukr; A Tus-Alb; F Tyn (C) A Tus-Alb; F Ion (C) A Tus-Alb;
F Apu (S) F Ion; F Tun (S) F Ion; A Rum-Ukr; A Bud (S) ITA A Alb-Ser;
F Bre-Mid.

GER (Ackerman) -- A Fin-Lvn; F Bot (C) A Fin-Lvn; A StP (S) A Fin-Lvn;
F Bal (S) A Fin-Lvn; A Ber-Sil; A Pru (S) A Ber-Sil; A Mun (S) A Ber-Sil;
A Kie-Hol; A Den-Kie; A Nwy-Nwg.

ITA (Beyerlein) -- A Alb-Ser; A Tri (S) A Alb-Ser; F Nap (S) FRA F Ion;
F Adr (S) FRA A Tus-Alb.

TUR (Boyer) -- F EMe-Ion; F Gre (H); F Aeg (S) F Gre; A Ser (H) (A);
A Bul (S) A Ser; F Bla-Rum.

RUS (Dix?) -- A Mos (U); A War (U); A Ukr (U) (D (Sev, o.b.)).

Propaganda --

Bulgaria (on a high hill overlooking the Serbian countryside) -- The smoke of battle obscured the President's view of the tremendous conflict going on in the valleys of Serbia. He turned around and asked his aide for the glasses. The aide snapped to attention and handed the glasses to the President. Adjusting the focus, the President was able to discern the direction of the huge battle going on in Serbia. "It doesn't look good at all", said the President. "We may have to retreat or face the complete annihilation of our 1st Army." This, the President was directing to the General at his side. "I can't say, sir, whether we will have to retreat or not...I think that we are losing the war, sir", the General stammered. "Lose the war!" shouted the President at the cowering General. "Your job, soldier, is to win wars, not to lose them! The greater glory of Turkey cannot be allowed to go down the drain!" The President stopped for breath just long enough for the General, afraid for his life, to get a word in edgewise. "Our scientists have been working day and night on a new secret weapon designed to turn the tide of the war!" "What did you say, General?" asked the President. "That our scientists have almost found a new secret weapon to win the war, sir." "Almost? That is not enough! We can't wait much longer! Get back to

QIC (Continued) --

your men, General, and fight to the last man! That's an order!" The scared General ran down the hillside to the **escorts waiting** to take him back to the army he commanded in Bulgaria. The President silently handed the glasses back to the aide, and said to himself, "I must go back to Constantinople and see if our scientists have built a new weapon to win the war." The President and his trusted aide both turned and walked down the hill, leaving it forever as a silent sentry among men's turbulent swirls of war.

Germany -- The end is in sight! Soon the great alliance that has already brought peace and prosperity to much of Europe will sweep through the remaining barbaric lands of Russia and Turkey and bring these peoples under the one flag as well. What glory will then be seen as our two great nations, with our loyal supporter, Italy, work together to restore shattered Europe to its previous magnificence. Never has such trust been seen in all the annals of history as that evident between the greatest Republic ever to lead the continent to its destiny and our own powerful democracy! However, lest we relax our vigilance, it behooves our military stalwarts to remain aware of the all-too-true fact that Russia, not to mention that still-strong nation, Turkey, could yet rise again and overthrow our good efforts. We are glad that our leaders are alert and awake!

Deadline for SUM'08 retreat (RUS: A Ukr) and F'08 moves -- Noon, Tues., 11 Nov.

FNI (Scottie Scripti II) -- CHAOS REIGNS SUPREME, AS MUNSTER GOVERNMENT IS OVERTHROWN, LEINSTER SUCCOMBS TO ANARCHISTS!

The Players -- John Boyer has replaced Bill Linden (who resigned) in MUNSTER; Brian Libby cannot take over play of LEINSTER from Chas. Welch (who missed two consecutive moves and is therefore out of game), and we don't want to give it to one of the current players, as it would be unwise to have one player play two Irish Kingdoms at the same time (and equally unfair to give it to ENGLAND). So, GM will have moves for LEINSTER made by anonymous stand-by until permanent replacement can be found (anyone want to take over?). Anyone wanting to communicate with LEINSTER shud send it %GM (but anonymous player can't write back....). (Low, change your mind yet?)

FALE: 1026 moves --

ENGLAND (Pulsipher) -- A Cal-Sut; A/F Sut(SC)-Sky; F Nth-Isl; F Isl-Min; F Mid (S) F Isl-Min; F Nat-NMI; A Law-Tua; F Gal (S) ULS A Tua-Lei (ULS A Tus NSO); F SLB (S) ULS A Ern-Don; F Don-Spe; A Spe-Oma; A Dal-Dow; A Arn-Mou.

LEINSTER (by Libby; in future by anon. stand-by player, %GM) -- A Tar-Uri; A Dub-Plu; A Wex-Bar; A Mea (S) MUN A Lei (MUN A Lei OTM).

MUNSTER (Boyer) -- A Lei-Ros; A Cas-Lei; A Cor-Lim; A Tra (S) A Cor-Lim; A Kat-Cor.

ORISKANY (Boyer) -- F Min-Heb; F NMI (S) F Min-Heb; A Sky-Sut (A); A Str-Dur.

ULSTER (Pulsipher) -- A Tua (S) A Ros; A Ros (S) A Tyr-Ang; A Ern-Don; A Tyr-Ang.

Supply Centers held at end of F'26 (no AUT retreats) --

ENG -- Bar, Che, Sta, Bue, Car, Pow, Dyf, Mon, Shr, Kin, Alc, Dun, Lib, Dow, Don, Man, Sky, Oma (may build three units; was 2 short last year). (17)

IEI -- Dub, Kil, Tar, Mea (stands pat). (4)

FNI (Continued) --

MUN -- ~~Lei~~, Cas, Lim, Tra, Cor (stands pat; only 5 on board). (5)

ORK -- Heb, ~~Ska~~, Cai, Dur (stands pat; 1 dest. F'26). (3)

ULS -- Ros, Sli, Arm, ~~Don~~, Tua, Don (may build one unit). (5)

Propaganda --

Behind the Irish Throne -- Familiarity breeds contempt, but since I'm not familiar with the rules, I'm not contemptible. However, I did overlook a rule about a delay in building new fleets to replace ones you lost. Consequently, we will have to give up Skye as a dog-dirt pile.

Hebrides -- Andrew I may be the first, but he will certainly be the last of the full-breed sea-jackels to rule England. The King of Orkney was quite amused to hear the English ruler talk big. Bullies, an old Orknean proverb says, are notoriously chicken-hearted when someone stands up to them. As for the peculiar-smelling yellow rain coming from the south, the brave souls of Skye will be forced to fight to the last man, woman and child in spite of the terrible stench (smells dog-like). It appears, regretfully, that history will repeat its sad mistake.

NSG -- Why don't you surrender, Lew! Don't tell me you are turning traitor? With a lot of dogs running around, rabies is bound to be catching!

Deadline for WINT'26 builds/removals and S'27 moves -- Noon, Tues., 14 Nov. (Note that S'27 moves are required.)

QFC (Regular Diplomacy Game #25) -- LAST GERMAN ARMY SIDES WITH ITALIANS IN NORTH; TURKISH NAVAL MANEUVERS THREATEN BREAKTHRU IN SOUTH!

AUTUMN, 1914 retreat -- GER (Beyerlein): F StP(NC) (R) Bar.

WINTER, 1914 builds/removals -- GER: (E) F Ska; (E) F Bar; ITA (Calabria): (E) F Rom; (B) F Nap; TUR (Turkey): (B) F Smy.

SPRING, 1915 moves --

GER (Beyerlein) -- A Swe (S) ITA F Nwy.

ITA (Calabria) -- F Ion (H); F Adr (S) F Ion; F Apu (S) F Ion; F Nap (S) F Ion; F Tyn-Lyo; F Rom-Lyn; A Pie-Tyo; A Ven (S) A Pie-Tyo; A Tus (S) A Ven; A Bur-Mun; A Ruh (S) A Bur-Mun; A Kie (S) A Bur-Mun; F Hel (S) A Kie; F Nwy (H); F NtS (S) F Nwy; F Den-Swe.

TUR (Rosamilia) -- A StP-Nwy; A Fin (S) A StP-Nwy; A War-Lvn; A Ber (S) A Mun; A Mun (S) A Ber; A Boh (S) A Mun; A Tyo (S) F Alb-Tri; A Vie (S) A Tyo; F Alb-Tri; A Bud-Gal; A Tri-Bud; F Gre-Alb; F Aeg-Gre; F Smy-Aeg; F The (S) F Smy-Aeg; A Ser (S) F Aeg-Gre.

Propaganda -- None.

QFC Diplombourse -- 10TH CONSECUTIVE SESSION PASSES WITH ZERO ACTIVITY!

No Action in Session 40. The Board at end of Session 40 (Selling Price): Cr, .00; Pd, .00; Fr, .00; Mk, .18; Li, 1.96; Ro, .00; Pi, 1.49.

Players' Holdings at end of Session 40 -- Rosamilia: 10 Cr, 210 Pd, 190 Ro, 440 Pi, .57 Dd; Schelz: 70 Pd, 100 Fr, 450 Pi, .38 Dd; Ver Ploeg: 200 Cr, 380 Mk, 150 Li, 440 Pi, .08 Dd.

Deadline for Session 41 -- Dec. 4.

Deadline for F'15 moves (no SUM retreats) -- Noon, Tues., Dec. 5.

QGC (Regular Diplomacy Game #27) -- ENGLISH GUNS SILENT--IMPENDING COUP RUMORED; TURKS HELD AT BAY, ENGLAND GAINS OVER FRANCE!

The Players -- Doug Beyerlein, pls. send AUT retreat & WINT build for ENG, in case Hal Naus misses again. Hal, where are you?

SUMMER, 1910 retreat -- TUR (Tonnesen): A Ukr (R) Rum.

FALL, 1910 moves --

ENG (Naus?) -- F Nat (U); F Lon (U); F NtS (U); F Kie (U); F Bal (U); F Bot (U); A Ukr (U) (D (War, o.b.)); A Mos (U); A Lvn (U); A Nwy (U).

QGC (Continued) --

FRA (D.Cochran) -- F Tyn-Ion; F Tun (S) F Tyn-Ion; A Pie-Tus; F Lyo (S) A Pie-Tus; F Mid-WMe; F EnC-Mid; A Boh-Tyo; A Mun (S) A Boh-Tyo; A Bur (S) A Mun; A Ber-Sil.

TUR (Tomnesen) -- F Aeg-Ion; F Adr (S) F Aeg-Ion; F Ion-Nap; F Rom (S) F Ion-Nap; F Tus-Pie; A Ven (S) F Tus-Pie; A Arm-Sev; A Sev-Ukr; A Rum (S) A Sev-Ukr; A Gal (S) A Sil-Boh; A Sil-Boh; A Bul-Ser; A Tri-Vie; A Tyo-Mun (D (Tri, o.b.)).

Supply Centers held at end of AUT'll (retreats do not affect count):

ENG -- Mos, StP, War, Nwy, Swe, Ber, Den, Edi, Lvp, Lon, Kie
(may build one unit). (11)

FRA -- Tun, Bre, Mar, Par, Por, Spa, Bel, Hol, ~~Kie~~, Mun (remove one unit). (9)

TUR -- Ank, Con, Smy, Bul, Gre, Rum, Ser, Bud, Tri, Vie, Sev, Nap, Rom, Ven (stands pat). (14)

Propaganda --

Turkey (Dateline Paris) -- The Sultan Abdul-Hamid II, here under French care, today warned the French. Hal Naus is a very smart player. He does not want a tie, but rather a win for England. He had you all set up the first time but Turkey beat him to the draw. So he is now setting you up again. As soon as the French forces make a break in Turkish lines he will start cutting up your rear as he did last time. Of course, if the Turkish player can manage to set up stalemate lines he will not attack you. So, France, it is to your advantage for Turkey to set up a stalemate. It will either be a stalemate or an English victory. Well-planned, Hal, well-planned!!

Deadline for AUT'll retreats (ENG: A Ukr; TUR: A Tyo) and W'll builds/removals -- Noon, Tues., Dec. 5.

QHC (Regular Diplomacy Game #27 -- AUSTRIANS EDGE AHEAD OF RUSSIANS,
AS ITALIANS EDGE TOWARDS ANNIHILATION!

SUMMER, 1910 retreat -- ITA (Tomnesen): F Mid (R) Nat.

FALL, 1910 moves --

A-H (Power) -- F Aeg-Ion; F Adr (S) F Aeg-Ion; F Con-Aeg; A Gre-Alb; A Ven (S) A Tyo; A Vie-Boh; A Tyo (S) A Vie-Boh; A Gal (S) A Vie-Boh; A Bud (S) A Gal; A Ukr (H); A Sev (S) A Ukr.

ENG (Phillips) -- A Yor-Lvp.

FRA (Calabria) -- F Mid (H); F Bre (S) F Mid; A Bel-Hol; A Bur-Bel; A Gas-Mar; A Spa (S) A Gas-Mar; F Edi (H).

ITA (Tomnesen) -- F Nat-Nwg; F WMe-Spa; F Tyn-Tun; A Pie (S) RUS A Mar (RUS A Mar OTM).

RUS (A.Miller) -- A Mos (H); A Lvn (S) A Mos; A War (H); A Pru (S) A War; A Sil (S) A Mun-Boh; A Mun-Boh; A Kie-Mun; F Nwy-Nwg; F Lon (H); F EnC-Bel; A Mar-Bur.

Supply Centers held at end of F'10 (no AUT retreats) --

A-H -- Ank, Con, Smy, Bul, Gre, Rum, Ser, Bud, Tri, Vie, Sev, Ven
(may build one unit). (12)

ENG -- Lvp (stands pat). (1)

FRA -- Bre, Par, Por, Spa, Bel, Hol, Edi (stands pat). (7)

ITA -- Nap, Rom, ~~Ven~~, Tun (remove one unit). (3)

RUS -- Mos, StP, War, Nwy, Swe, Mar, Ber, Kie, Mun, Den, Lon (pat). (11)

Propaganda --

Italy -- Fausto: I thought you were a good player. Now I feel you don't understand the game. You have forced me into a position where I must, can, and most gladly want to help Power win. A strong Italy could have held back the tide and even turned it. Now a weak Italy can prevent you from even getting a stalemate if Power wants my help. You can not claim you stabbed in self-defence, for I left my rear wide open. I

DIPLOMANIA-FAMILY GAME RESULTS TO DATE: Variants (Continued from Pg. 1A) --

DIH (1967Aag) ("Economic Diplomacy II"): Won W08, Larry Kanner (RUS).

DJI (1967Bah) ("3x3 Team Game with Wild-Card Player II"): Won Su04, Mike McIntyre (GER), by concession of two Team Captains.

DKJ (1967Cai) ("Lebling Variant"): Won W08, Larry St.Cyr (RUS).

FJA (1966Be; orig. TWJ-1966-DM) ("Middle-Earth Diplomacy II"): Won C09, Alan Huff (GONDOR).

FBB (1966Fi; orig. TWJ-1966-IY) ("Mythomacy II"): Won W08, Dave Lebling (GAILLARDIA).

FCC (1966Ik; orig. TWJ-1966-MME) ("Mordor-Vs.-The-World I"): Won Q04, Banks Mebane (MORDOR).

FDC (1966Km; orig. TWJ-1966-OM) ("MVTW II"): Won Y04, Dave Lebling (MORDOR).

FEC (1966Lk; orig. TWJ-1966-PM) ("MVTW I"): Won Q09, Alan Huff (GONDOR).

FFC (orig. TWJ-1966-QM) ("MVTW I"): Never started.

FGC (orig. TWJ-1966-RM) ("MVTW I"): Never started.

FHD (1966Rr; orig. TWJ-1966-VI) ("Indianomacy II"): Won W12, Don Miller (IROQUOIS) GM'd in part by Wayne Hoheisel and Buddy Tretick.

FIE (1966Ss) ("Game of the Clans"): Won F1501, Banks Mebane (ENG). (TO7)

FJF (1966Tt) ("Middle-Earth Diplomacy IV"): Won Alan Huff (MORDOR) by GM declaration.

FKF (1966Act) ("Middle-Earth Diplomacy IV"): Won C11, Rod Walker (HARAD).

FLG (1967Daj) ("Mordor-Vs.-The-World III"): Won Q03, Dave Lebling (MORDOR), via surrender.

FMH-A (1969Ice) ("Mordor-Vs.-The-World IV"): Won Y09, Charles Welsh (RHOVANION).

FMH-B (1969?ce) ("MVTW IV"): Won Q05, Bill Linden, (ARNOR).

FNI (1970Fck) ("Scotice Scripti II"): Won W26, Andy Phillips (ENG), by concession.

FOH (1969Pce) ("MVTW IV $\frac{1}{2}$ "): Won C09, Brian Libby (MORDOR), by concession.

GAA (1967Er) ("Indianomacy II"): Won F11, Don Miller (SHOSHONI); orphaned from GLOCKORLA; orig. GM: Dave Lebling.

GBB (1967AMbg) ("Supereconomic"): Abandoned when we were unable to get necessary info from former GM (Dave Lebling) so we could continue game; GLOCKORLA orphan.

GB-1966-XF (1966Aax) ("Chalker Nine-Man Diplomacy"): Won W12, Rick Brooks (RUS); orphaned from BARAD-DUR; orig. GM'd by Jack Chalker.

PDB (1966Eh; orig. TWJ-1966-HT) (3x2 Team, Italy Omitted): Drawn 78, RAT's (Jim Latimer, A-H; Dave Lebling, RUS (Capt.); C.Disorder (TUR); 15), House of Valinor (FEG's) (Wayne Hoheisel, ENG; Bob Weston, FRA; Al Huff, GER (Capt.); 19).

PGD (1966Gj; orig. TWJ-1966-KTE) (3x3 Team w/Wild-Card (ITA)): Won W74, FEG's (Wayne Hoheisel, ENG; Bob Weston, FRA; Al Huff, GER (Capt.)), by concession.

PME (1967Fv) ("Calhamer 5-Man Game"): Drawn S12, Rick Brooks (ENG; 9), Conrad von Metzke (ENG; 9), Hal Naus (RUS; 8), Civil Disorder (TUR; 8).

SAA (1966Op) ("Game of Anarchy I"): Drawn Su16, Larry St.Cyr (BRITAIN; 17), Dan Alderson (OTTOMAN EMPIRE; 17).

SBB (1967Xav) ("Hyperspace II"): Won W12, Gene Prosnitz (A-H).

SCC (1967Yaw) ("The Foundation Game"): Won, Margaret Gemignani (ASSOC. OF INDEPENDENT TRADERS), W10.

SDD (1967Zax) ("Supereconomic Diplomacy I"): Abandoned by mutual consent.

SEE (1967AAay) ("Anarchy III"): Result unknown; GM'ing was assumed by Dan Alderson at midpoint of game, but he apparently let it drop without a result.

SFF ("Hyperspace III"): Was transferred to LA GUERRE (Buddy Tretick) before it started.

Orphaned Regular (from GLOCKORLA; orig. GM: Dave Lebling):--

GCC (1968AI): Won W12, Andy Phillips (TUR).

GDC (1968AN): Won W10, Doug Beyerlein (ENG).

Whew! That's too many games for one GM.... Thought we were a bit too busy back there.... ## The above were run in: AUX ARMES!, DIPLOPHOBIA, DIPLOMANIA, DIPSO-MANIA, FANTASIA, GLOCKORLA, LETHE, SUPERCALIFRAGILISTICXPALIDOCIOUS, BARAD-DUR, and (for a couple of issues) THE WSFA JOURNAL (plus numerous subzines). (cops!-- almost forgot--and HYDROPHOBIA). Bourse winners in another issue of DIPLOPHOBIA.

THE "PLATYPUS" GAME (1969CB; DIPLOPHOBIA Game QBC) -- Continued from DPBA-104.

FALL, 1908: Player Commentary (ENG) (Cont.):

can't really do me any personal damage just yet, but if he changed sides, he could free vast numbers of Russian troops for my front. The same is true to a lesser extent for the ally who is more likely to bolt--Phillips' Austria, lodged for the moment in Italy, I think that this would not be profitable for Phillips, however, since although Russians would be freed for my front, I would be free to use at least three fleets against Austria and the Italian peninsula. In short, he might buy time for Russia at his own expense--hardly an equitable agreement from his viewpoint. From a personal point of view, Andy might be likely to queer the offer by asking for too much. But then again, Gene perhaps would be willing to give a great deal. ## In the final analysis, however, Gene must watch out for himself. To the extent that he will guard against an English victory, he will put his all into it. My impression, however, is that he will have the sense to stop short of imperiling his own position. At the moment, I am still disposed to allow Gene the 2nd position if I can ever get into position to take 1st (many, many years from now, it seems), but I will not hesitate to allow Rod that spot if Gene turns a great many forces against me. Like the expert player that he is, he has apparently refused to allow a spirit of revenge to sap his southern strength. Too bad for my victory plans, but fine for the game and its interest. I'm for it, in any case. Just the same, without a break from Austria or Turkey, I will overpower the Northern front, though I am now certain to lose Munich to a Russian attack. Sigh. It would have been nice to keep the thing. ## Two minor countries played badly this season. The absurd Italian move, which could hardly have helped him in any case, also has harmed me a great deal, not to mention himself. The French can do better than they did. The move to Burgundy was what I feared most. As far as the dispute over the Russian build, I'm unconvinced. It's true that he could have saved everything in the far North, but the build of an army in the North would have seen me moving F Kiel to Berlin, F Hol to Kiel. Same difference, assuming that he played the same way. For now, I am going for position in Denmark, rather than trying to guess on Berlin again. In the South, I have the feeling that, since we are now prevented from retaking Venice for the alliance, Gene will try to get France to order A Gas-Mar, S by A Pie. I am, therefore, guarding against the possibility, since it can't really hurt me to do so. I wonder what Italy was thinking? He could always have retreated to either the Adriatic or Apulia. Hell, it's my fault for being lazy. I should have written him to tell him to stay put, but he had for so long I got complacent. And I had planned to write him today asking him to go back into Venice. Sometimes, there is no justice.

ENG -- I imagine that Gene will block me out of Sweden, and lose Norway. That, at any rate, would keep me further from the homeland. Alternately, he may not want the army on land that close to him, so he may try to hold Norway. I hope so, because I like the position better in Sweden. Sooner or later, barring defection of allies, I think that I will seep thru the defenses. Makes for an interesting challenge, no matter how you look at it.

ENG -- I am going to make xerox copies of all the letters written at the crucial period (now) and will send them along to you in a week or two. I have been (will be) stabbed by Walker, but all is not dead yet. The real trick is yet to come. Hell, I have to win now, after all those absurdly confident things that I have written in your magazine so far. Anyway, I still have a chance, and I think a decent one. Walker is now the key. What a mess. ## But at least it is once again a top-notch game. Gene has convinced Rod to change sides, and now it's up to me to get him back. In any case, however, Turkey will be moving West this Fall, and will plan on wiping out Phillips. Tch-tch. So, I will have to start moving in fast, since Turkey will be in the Ionion already.

TUR -- Oh, wow. While in my press releases I have been goading Gene Prosnitz to write, and even built F Smy in WO7 as a partial inducement for him to write, I

DIPLOMANIA 32-12 (Continued) --

didn't think he would. Now he has. He also encloses a letter from Brenton claim- that I expect 2nd place in the game (which I don't), that I can't get it (which I know), and that Gene should make things easy on himself and guarantee himself 2nd place by continuing to oppose me while England eats up his centers for a win. Gene offers me "at least 2nd place". He hopes I will be influenced by England's perfidy and the desire for a 2nd place. Of course, Brenton has done exactly what I'd do in his circumstance, and his letter is a masterful piece of diplomacy. It is hard to find good reasons why your enemy should lie down and die for you, but he certainly has. Except that Gene has made some very good SOB moves, and Eng- land's job is well nigh impossible if Russia and I disengage. ## I have decided to move in the direction of disengagement. If Russia shows signs of good faith, and if the pickings continue to look good to the west, I will go all-out to seize Italy, Tunis, and points west. Brenton has noted to Gene that if I move west, he would "flood the Med. with Fleets", but that may not be very likely when he dis- covers that he must throw everything at Russia. I think the game will be far more interesting and fun this way...my alliance with England means a dull holding action while he cuts up Russia; this way, I get to do some cutting up and the con- test in the north will be more intriguing. Besides, I can't be faithful to my al- liances all the time, and Brent's letter certainly indicates that he is taking me for granted.

TUR -- This is fascinating. I sent Gene's letter and a carbon of my accep- tance to Brenton, who has now offered me an even better game. (1) I ally with Gene. (2) Gene writes my orders, and eventually I coordinate them with Brenton so that they fail. (3) I then tell Gene I'll rather do it myself and write absurd and stupid orders which, through Brenton's help, actually work. Then, when I get two or three builds at once, I stab Gene out of his mind. How lovely. That has class...or, as Brent says, elegance. This allows me to play both ends against the middle until I see which way would be the most fun to jump.

AUTUMN, 1908 retreats (from DPBA #80) -- A-H: F Ion (R) Tyn; RUS: (E) Retreating A Nwy.

WINTER, 1908 --

Supply Centers held at end of AUT'08 (from DPBA #79) --

A-H -- Nap, Rom, Tun (stands pat). (3)
 ENG -- Mar, Par, Por, Spa, Bel, Hol, Kie, Mun, Den, Edi, Lvp, Lon, Nwy,
 Bre (may build three units; was one short last year). (14)
 FRA -- ~~Br~~ (remove one unit). (0)
 ITA -- ~~Ver~~ (remove one unit). (0)
 RUS -- Rum, Ser, Bud, Tri, Vie, Mos, StP, Sev, War, ~~Nwy~~, Swe, Ber, Ven
 (may build two units; was 1 short last yr., & 1 dest. A'08). (12)
 TUR -- Ank, Con, Smy, Bul, Gre (stands pat). (5)

Builds/Removals (from DIPLOPHOBIA #80) --

ENG (Ver Ploeg) -- (B) A Edi; (B) A Lvp; (B) F Lon.

FRA (Webber) -- (E) A Gas; out of game.

ITA (R.Johnson) -- (E) F Adr; out of game.

RUS (Prosnitz) -- (B) F StP(SC); (B) A War.

No Builds/Removals required from A-H (Phillips), TUR (Walker).

Player Commentary --

ENG -- I have enclosed the comments which I mentioned last time. Herein are copies of Gene's letter to Rod, and Rod's letter to me. I wrote him a six-page letter in return, but what the outcome of that is, I shall have to judge from his actions, and what he says in this commentary. Gene, at least, did not trust Turk- ish intentions this time, so I gained a little time. ## Rod has agreed to attack Gene. What that means is unclear, but hopefully I can do something to guarantee this outcome. I have played the game out several times, and I am very much fear- ful of a three-way tie. I must move quickly in the south, but I cannot, because I still need the fleets in the north to pull all the switching I must. Next spring's moves will be somewhat unexpected, I think. At any rate, real success

DIPLOMANIA 32-12 (Continued) --
 THE "PLATYPUS" GAME (1969CB; DIPLOPHOBIA Game QBC) --

in this game depends on beating Gene by getting Turkey to attack again in another year or so, though it would be an interesting (and probably losing) tactical exercise. ## . . . I doubt that Gene will try to build a fleet in St. Pete, though he might annihilate and try for a Fleet on the South Coast. Regardless, I do not think that he can save St. Petersburg, and, barring unforeseen tactics, I should take Sweden in year two of the War of the Flatypus.

Letter (Prosnitz to Walker) -- . . . I am sending you a letter I received from Brenton Ver Ploeg, which is self-explanatory. ## I don't really blame Brenton for stabbing me; I brought it on myself, by not writing letters and by missing moves. (I've been very busy, and relatively inactive, but plan to become more active . . .) The missed build had actually been telephoned in to Don's wife on the previous set of moves (it was a build in St. Pete), but evidently she forgot about it. ## Brenton very appropriately points out two things in his letter. First, that you expect to get second place out of the deal, and second that you won't get it. ## If I am confronted by an Anglo-Turkish alliance I can't win, so my best strategy is to play for second place. Obviously, I achieve this by yielding centers to Brenton and not to you. And Brenton's letter indicates that he is perfectly willing to have me send all my forces against you and reap all the spoils himself. He even plans to take Tunis, which is quite something for an Anglo-Turkish alliance. ## I like Brenton, but you must admit he's not above engaging in a bit of double-dealing. ## My suggestion is that you ally with me, and I'll guarantee you second place, maybe even a tie for first. ## You may ask, why should you trust me any more than Brenton. There are two answers: First, you can see Brenton's letter. Second, and more important, is the simple logistics of the situation: If you continue to fight me, you cannot gain any territory. I think you will agree that with four or five armies I can hold you off indefinitely. In the meantime, England will probably get Scandinavia and Berlin, and win the game in short order. On the other hand, if you ally with me, you have a clear road to expansion. You can take Rome, Naples and Tunis for starters, and then assault Iberia. In the meantime, I would be struggling to hold my own against Ver Ploeg, and hold Scandinavia and Berlin, then assault Munich. With the preponderance of English fleets, it would be a long time before I made any headway; you might well catch up to me in centers. ## Thus, the difference is two-fold. (1) If you fight me, you have no easy area of advancement, while if you make peace with me, you have several supply centers in easy reach. (2) If you fight me, Ver Ploeg will win before you can get any builds (probably in three or four years), and you'll finish third with five centers. If you ally with me, my progress will still be slow enough to enable you to get a large share of additional centers, and finish at least second. ## If you are willing to ally, we can plan a disengagement in the Balkans.

Letter (Walker to Prosnitz) -- You wrote! QBC has been the damndest game! I have been sitting down there trying to goad you into writing and yet at the same time fearful that you might actually do it and that I would not be able to ignore the offer you would make. Well, you did and I can't. ## There are some basic misunderstandings that need to be cleared up. I do not, nor have I ever, expected second place in this game. I may have mentioned it to Brent, but I'm not fool enough to think that under the present circumstances it was a reality. In the back of my mind was a scheme to make gradual accretions in the Mediterranean, and possibly thereby build up to second. ## The other thing which needs to be clarified is the fact that 2nd or 3rd means nothing to me. I have said before, and to Gene, that I consider rating systems mere statistical curiosities and whether I show up on them or not is of no importance. So I cannot be swayed very much by such considerations. ## On the other hand, I do play the game for enjoyment's sake. And I have to admit that there is more challenge, and more potential fun, in hooking up with you and making a play for 2nd than in just sitting and holding you off while Ver Ploeg wins. I must confess that my build of F Smyrna was also

DIPLOMANIA 32-12 (Continued) --

made with this partially in mind, as an invitation for you to negotiate. ## I therefore propose the following disengagement in the Balkans. ## Fall 1908: I will order A Arm H, F Bul(EC) H, F Bla S F Bul, F Aeg-Ion, F Gre (S) F Aeg-Ion. You will order A Ser-Tri and any interlocking supports you wish. Note that since I cannot move a unit to Serbia, you are taking no chance in this. You could also move A Ser-Bud, but the other move is, I think, better for you. ## Spring 1909: Your A Rum moves out into Gal or Ukr or Bud, and my F Bul(EC) moves to Con. I am taking a chance of A Rum-Bul here, but it is worth it, I think. You are not taking such a chance, since you could easily dislodge any unit I put into Rumania. ## Fall 1909: We will continue to order A Sev-Arm, A Arm-Sev as a check on each other, while our units will be moving entirely away from the Balkans. That will complete disengagement, and leave me free to wipe out Andy Phillips. If that is agreeable, the deal is on. ## I am returning Brenton's letter, since you no doubt want it. It was not necessary to send it, since nothing in it would influence me. The only consideration I have is making the game more interesting. Brent would agree, too, that there is more of a challenge this way. . . .

RUS -- Very interesting tactical problem. The build on the south coast of St.Pete was clear-cut; this gives me maximum mobility to use the fleet in either a German or Scandinavian campaign. A build on the north coast would be absurd, since that fleet would only be useful to attack Norway, and, realistically, Norway is out of reach in the near future. However, many less-experienced players would build on the north coast reflexively, without stopping to analyze, on the theory that's what Russia usually builds when fighting England. They would forget that the logic changes when England also is occupying the position of Germany. ## The decision of Warsaw or Moscow was extremely tough. I will probably vacate St.Pete completely in the spring, gambling that Ver Ploeg will hit Sweden with a force of two. Knowing Ver Ploeg's conservative style of play, I think he is more likely to go for the sure capture of Sweden, and not attack St.Pete. Besides, if he takes St.Pete, I can probably hold both Sweden and Berlin, and also pick up Munich, leaving me no losses for next year, which is my objective. ## Sometimes this knowledge of one's opponent backfires. Since I have a reputation as a conservative player, Ver Ploeg probably expected me to hold in Berlin last move, rather than risk Berlin to Baltic, and lose my chance to build. So I did the opposite. Also, I was willing to lose Berlin in order to get into Baltic, since I feel ownership of the Baltic is a tactical necessity.

SPRING, 1909 moves (from DIPLOPHOBIA #81) --

A-H -- A Rom-Nap; A Tun-Nap (impossible); F Tyn-Tus.

ENG -- F Spa(SC)-WMe; F Mar-Lyo; F Bre-Mid; A Par-Bur; A Mun-Ber; F Kie (S) A Mun-Ber; F Lon-EnC; A Lyp-Wal; A Edi-Yor; F Nwg-Bar; A Nwy-StP; F Ska-Swe; F NtS-Den; F Hol-NtS.

RUS -- A Sev (U); A Rum (U); A Ser (U); A Tri (U); A Ven (U); A Tyo (U); A Boh (U); A War (U); A Ukr (U); F StP(SC) (U); F Ber (U) (D (Pru, Bal, o.b.)); A Fin (U).

TUR -- A Bul-Apu; F Aeg (C) A Bul-Apu; F Ion (C) A Bul-Apu; F Con-Bul(SC); F Bla (S) F Con-Bul(SC).

Player Commentary --

A-H -- I offered to let Walker have Tunis in exchange for giving Prosnitz Bulgaria or Greece, who in turn would let me have Venice, but Rod begged off saying he was unhappy enough about allying with Gene and wouldn't trust him. Hogwash! If either of them want's to throw the game to Ver Ploeg--and that's what either stabbing the other would amount to--then there's nothing the other can do about it. I think instead he's got his mind on stabbing me, because quite obviously Tunis is an obstacle to an effective naval war against VerP unless Turkey occupies it with a fleet. If VerP had played in a slightly more straightforward manner I'd say the hell with Walker and hold the line against him until VerP could come up and grab the one center he needs from the Tyrrhenian Basin to win.

ENG -- I have mixed emotions about Gene's removal, tho I can't say anything other than it surprised me. I think that it is not that much better, though it's

DIPLOMANIA 32-12 (Continued) --
 THE "PLATYPUS" GAME (1969CB; DIPLOPHOBIA Game QBC) --

probably not too bad for his position either. This way, however, I can pull my shift, leaving the armies for a while, and be in somewhat decent position in the fall. I could well lose Berlin in the fall again, but maybe I shall be able to compensate. Army Finland is in a bind--it can't attack Norway, defend St.Pete, and attack Sweden all at the same time. My hope is that he will anticipate the attack two-strong on Sweden, and decide not to defend against it at all. Regardless, in order to get himself into position to use the fleet, he will have to sacrifice other positions to get there. Either he leaves the fleet in St.Pete, or I take either St.Pete or Sweden, which will be pleasant. There are many possibilities, though, and Gene could come out very well indeed after this set of moves. Why, oh why did I ever change those moves last time? I could certainly use a fleet in Denmark to block off the Baltic Sea. I do not want him there, but there sure as hell isn't much that I can do about it. Meanwhile, I may have problems with Phillips--that would be all I need.

RUS -- A very interesting position. My guess is that Ver Ploeg will not attack St.Pete, but will take the sure capture of Sweden. If he takes St.Pete, I expect to get it back in the fall. ## Perhaps I should have ordered Bohemia to Silesia, on the theory that Ver Ploeg will move Munich to Berlin with support, and I could capture Munich without support. However, I don't have the courage of my convictions, since if I'm wrong, it would take me a long time to get Munich, as he will presumably move Paris to Burgundy. ## I expect to break even this year, gaining Munich, and losing Berlin or Sweden. ## I'm allied with Walker but don't trust him, hence the armies in Sevastopol, Serbia and Rumania will stay for a while. The big question in my mind is: What will Walker do after he takes Rome, Naples and Tunis?

GM Note -- RUS moves (w/above commentary) were received after deadline--after mag. had been mailed out, in fact--so moves couldn't be used. For the record, they were: A Fin-Swe; F StP(SC)-Bot; F Ber-Bal; A War-Pru; A Tyo-Mun; A Boh (S) A Tyo-Mun; A Tri-Tyo; A Ven (S) TUR A Bul-Apu; A Ukr-Mos; A Sev (S) A Rum; A Rum (H); A Ser (H). (If we remember correctly, this was the set of moves which were sent shortly after air-mail rates had gone up from 10¢ to 11¢, and Prosnitz sent his moves via air-mail with only 10¢ postage. As a result, they were held up by the p.o., and arrived several days late, postage due (it was the postage due bit which held the letter up). At Gene's request, we took a poll of the other players in the game re allowing Gene a special exception and his moves to be used; vote was 2-1 in favor (Walker, V.P. for, Phillips against), and so the exception failed (all exceptions to our H-R's in which player-vote is asked for must be by unanimous vote), and Gene's moves could not be used.)

SUMMER, 1909 Retreat (in DIPLOPHOBIA #82) -- RUS: F Ber (R) Bal.

FALL, 1909 moves (from DPMA #82) --

A-H -- F Tus (S) A Nap-Rom; A Nap-Rom; A Tun-Nap via Ion (TUR F Ion NSO).

ENG -- A Wal-Bel; A Yor-Hol; F EnC (C) A Wal-Bel; F NtS (C) A Yor-Hol; F Kie-Bal;

F Den (S) F Kie-Bal; A Bur-Mun; A Ber (S) A Bur-Mun; F Swe-Fin; A Nwy-StP; F Bar (S) A Nwy-StP; F Mid-Spa(SC); F Lyo-Tyn; F WMe (S) F Lyo-Tyn.

RUS -- F StP(SC) (H) (D (Lvn, Bot, o.b.)); A Fin (S) F StP(SC); A War-Pru; A Boh-Sil; F Bal-Ber (D (Bot, Lvn, O.B.)); A Tyo-Boh; A Tri-Tyo; A Ven (H); A Ser-Tri; A Ukr-Mos; A Sev (S) A Rum; A Rum (S) A Sev.

TUR -- F Ion-Nap; A Apu (S) F Ion-Nap; F Aeg-Ion; F Bul(SC)-Aeg; F Bla-Con.

Player Commentary --

A-H -- I don't buy the idea that Proz's miss does anything more than speed up an already inevitable process. After all, I said before that miss that VerP would need only one center on the Tyrr to win. Consider: The Russian Baltic Fleet simply isn't strong enough to hold Brenton out, and all Brenton would have to do to get Mun back is hold onto Berlin while the Baltic is cleared. Unless Proz ordered Boh-Sil in the S'09 moves to go with War-Pru, that would pose no

DIPLOMANIA 32-12 (Continued) --

difficulty at all. No...Gene's been doing nothing except blow chances since '05, and I'm disinclined to lay any great weight on this last-minute excuse. Besides, I might even have been able to get Brenton Rome, in a pinch....

ENG -- Gene's miss this time was crucial, and the build of South Coast St. Pete is looking a lot worse in retrospect as a result--though, as I mentioned last time, I am not certain it was a good idea even last year. Now, I am a 100% lock on St.Pete, and will obviously take it in the fall. I am risking Norway, which I could easily guard, for two reasons: (1) My guess is that it will not be attacked because it's too easy to defend, and Finland is needed elsewhere; (2) I badly need to have two more armies ashore on the mainland, and can't spare anything for duty in Scandinavia right at the moment. He has an option with Fleet Baltic (assuming he retreats there) and he can't have both. He can either retake Sweden, or use it to prevent my standing off Munich. In either case, he loses a nice little center. Sigh. My gain this time is a guaranteed one, and it will probably be two. If everything goes wrong in the Russian camp, I will gain three, but I have no illusions. In the south, I now believe that Walker has no intention of actually stabbing Gene. His phone conversations and letters are very careful to leave out talk of QBC, and I have been around long enough to know avoidance. Maybe I'm imagining it, but we shall soon know. I am going to start putting some pressure on him. At present, of course, his moves are not even vaguely similar to ones that he would be making if he were planning to stab Russia. Hopefully, it will not make a lot of difference. I would like to move into North Africa, to guarantee my taking of Tunis if I need it, though I hope I won't. Unfortunately, I need possible reserves in defense of Marseilles, so I will have to use the fleet getting into Spain. (SC). Too bad, but with the unbelievable good fortune of a missed move, I should not be bitching. Even if I lose Norway by aggressive playing, it will not hurt me a lot, and I can annihilate Army Norway next spring.

TUR -- Damndest game I've seen in some time. My alliance with England and Russia in each case depends on my destroying Austria. Apparently neither feels he can trust Andy, or else some grudges from earlier in the game are operating. I wish Gene had not missed his move, although I was able to get an army into Italy without his support.. The question now is, if I take all three of Austria's centers, and rise in consequence to eight units, is it possible to let VerPloeg and Prosnitz slaughter each other while I take enough units out of both their hides to win the game? Probably not, but stranger things have happened. At the moment, in alliance with both of them, my only enemy is smaller than I.

AUTUMN, 1909 Retreats (from DPBA #83) -- RUS: F StP(SC) (R) Lvn; F Bal (R) Bot.

WINTER, 1909 --

Supply Centers held at end of AUT'09 (from DPBA #82) --

A-H -- ~~Map~~, Rom, Tun (remove one unit). (2)

ENG -- Nwy, Bre, Mar, Par, Por, Spa, Bel, Hol, Kie, Mun, Den, Edi, Lvp, Lon, StP, ~~Sw~~, Ber (may build three units). (17)

RUS -- Rum, Ser, Bud, Tri, Vie, Mos, ~~StP~~, Sev, War, ~~She~~, Ven, ~~Det~~ (remove three units). (9)

TUR -- Ank, Con, Smy, Bul, Gre, Nap (may build one unit). (6)

Builds/Removals (from DIPLOPHOBIA #83) --

A-H (Phillips) -- (E) A Rom.

ENG (Ver Ploeg) -- (B) F Edi; (B) A Lon; (B) A Lvp.

RUS (Prosnitz) -- (E) A Rum; (E) A Sev; (E) A Tri.

TUR (Walker) -- NBR; stands pat; will be one unit short next year).

Player Commentary --

ENG -- Gene's moves, communicated in a letter to me, make things somewhat difficult. I shall phone Walker within a day or two, prompting him to go for the stab, and 2nd place, now. Certainly, if he delays beyond this point, he will be planning to stab me anyway. Here again, I am mourning at the victory conditions. If 17 pieces could gain me a majority, I could eliminate one of his pieces

DIPLOMANIA 32-12 (continued) --
 THE "PLATYPUS" GAME (1969CB; DIPLOPHOBIA Game QBC) --

and win outright. If, as it stands now, Walker continues against me, victory will be hard to attain, and will in no case come sooner than a year or two. Actually, these builds are not too material, though I plan on putting the fleet to some use before the year is out. The key is getting Walker to administer the sTab now, while the time is ripe. No matter what, we shall have a fine guessing game coming up, with Gene possessing the advantage. Hopefully, I will be able to blunt it somewhat. This rapid success has rather upset my plans of operations, too, of course, though it may be helpful in that it will lead Turkey to s'fab. Let's hope.

TUR -- This is the damndest game. Andy Phillips has taken most of the interest out of it by voting not to accept Gene's moves, even though the P.O., and not Gene, was at fault. This is unfair; had I been GM there would be no vote on this sort of thing. As a player, I'd vote my own interest (as opposed to being fair) every time, & I think most players would, so the GM should avoid votes. Anyway, both Gene and Brent promise me all of Austria's centers. Owing to Austria's vote, my chance of keeping England and Russia embroiled long enough for me to win is almost nil. I guess that now the best course is to hope that Brent gets an 18th center out of Gene's hide and wins so that I will not be called upon to choose which of my alliances I will keep. I may have to become neutral and halp/attack neither of them. At the moment, I will have to play it by ear. I have "forgotten" to build F Smyrna. This will leave me free, if I gain Rom/Tun next time, to build three. If I build F Ank, A Con, A Smy and stab Russia, it will have to be at the end of 1910. If I stab he had "Turkey" here--GM, though, he will throw the game to Ver Floeg and that will be that. Wurra, wurra. "I burn my candle at both ends;/it will not last the night./But oh, my foes, and oh, my friends,/it gives a lovely light."

GM Note -- Our policy is not to allow late moves; we asked for a vote at Gene's request, reluctantly, in an attempt to save the game. (We'll publish, for the record, our letter to the players, at the end of this 'zine--space permitting.)

SPRING, 1910 moves (from DIPLOPHOBIA #84) --

A-H -- A Tun-Rom; F Tus (S) A Tun-Rom.

ENG -- F Edi-Nwg; A Lvp-Edi; A Lon-Nwy; F Nts (C) A Lon-Nwy; F Bar (S) A StP; A StP (S) A Lon-Nwy (A StP (A)); F Enc-Mid; F Tyn (C) A-H A Tun-Rom; F WMe (S) F Tyn; F Swe-Bal; F Den (S) F Swe-Bal; F Bal-Pru; A Mun-Sil; A Ber (S) A Mun-Sil; A Hol-Ruh; A Bel-Ber; F Spa(SC)-Lyo.

TUR -- A Apu-Rom; F Nap (S) A Apu-Rom; F Ion-Tun; F Aeg-Ion; F Con-Aeg.

RUS -- A Boh-Mun; A Tyo (S) A Boh-Mun; A Sil-Ber (D (Boh, Gal, War, o.b.)); F Lvn-StP(SC); A Pru (S) A Sil-Ber; A Fin (S) F Lvn-StP(SC); F Bot (S) F Lvn-StP(SC); A Mos (S) F Lvn-StP(SC); A Ven (S) TUR A Apu-Rom.

Player Comments --

A-H -- For future reference, I've passed the following plan of action on to VerP -- S'10: Bal (S) StP (S) Lon-Nwy, Lvp-Edi-Nwg, Den (S) Swe-Bal-Pru; Ber (S) Mun-Sil; Eng-Mid, Spa-Lyo, WMe (S) Tyn (C) AUS Tun-Rom (S) by Tus. He could re-take Mun w/three supports from Berlin in the fall, and hold it as long as Bal holds. Any Russian advances in Scand will be evanescent, and when they are thrown back Ber can be forced as well to win game for VerP. Bet Brentie Blows It.

ENG -- Here is another situation in which I do not like the 18-unit victory criterion, much preferring the GRAUSTARK method, by which I would already have won. Note that "already" might be the wrong word, because I could easily not get the win now. It depends on whether Walker sTabs, in which case it's a piece of cake, or whether I have to fight it out. I think that I can also win in the latter case through a slow war, but I would rather win diplomatically, because it is so much more in line with my philosophy of play--good diplomacy is twice as important as good tactics. ## Nevertheless, I think that tactics can win this game anyway. Rather ironically, Andy Phillips has written recommending

DIPLOMANIA 32-12 (continued) --

almost all the tactics I am planning. I will now convoy him to Rome, though I doubt that it can be saved in any case unless Prosnitz blows it and doesn't support Walker in. Meanwhile, Rod wants support into Tunis! This makes me doubt whether he plans to attack Gene, because this would telegraph that alleged move to a great extent. In any case, I am not ordering that support. Even if Rod is serious, it's a bad idea for the reason just stated. ## As far as tactics are concerned, I have word from Rod that Gene has mentioned an attack against the German centers rather than Scandinavia or St.Pete. This, I think, makes sense, because it is obvious that Germany is the key to the game. If I take Munich back in the fall, I can hold it forever. So could Gene if he managed to take it then. Berlin can be outflanked and must fall if I hold the Baltic. The north is always more vulnerable, and if I can hold now in Munich, I can hopefully make some headway later in the northern areas. We shall have to see. I still do not know what Walker's intentions are.

SUMMER, 1910 Retreat (from DIPLOPHOBIA #85) -- RUS: A Sil (R) Boh.

FALL, 1910 Moves (from DPBA #85) --

A-H -- A Tun-Rom; F Tus-Pie.

ENG -- F Bar-StP(NC); A Edi-Hol; F NtS (C) A Edi-Hol; F Mid-Naf; F Lyo (S) F Tyn;

F Tyn (C) A-H A Tun-Rom; F WMe-Tun; A Ber-Mun; A Ruh (S) A Ber-Mun; A Bur (S)

A Ber-Mun; F Den-Kie; A Sil-Boh; F Bal-Ber; F Nwg (H); A Nwy (S) F Swe; F Swe (U).

RUS -- A Mun (S) A Pru-Ber (A Mun (A)); A Boh (S) A Mun; A Tyo (S) A Mun; A Ven-

Tri; A Mos (S) F StP(SC); F StP(SC) (H); A Fin-Swe; F Bot (S) A Fin-Swe; A Pru-Ber.

TUR -- A Rom (H); F Nap (S) A Rom; F Ion-Tun; F Aeg-Gre; F Con-Aeg.

Player Commentary --

RUS -- Not a very satisfactory set of moves, but I'm hoping Ver Ploeg will make a mistake. Not likely, as he has been playing extremely well. "Miller's Rule" screws me, otherwise I would get two builds.... ## My main objection to "Miller's Rule" is that it weakens the defense and helps the offense. The rules of Diplomacy are already geared to the offense, since the successful attacker gets additional armies or fleets, while the defender loses them. Thus a successful attack has a pyramiding effect. Rule variations should be geared to help the defense, yet "Miller's Rule" has the opposite effect--it deprives the defender of a valuable counter-measure. Without "Miller's Rule", the defender who is unable to depend a certain square can still make life difficult for the aggressor by a retaliatory counter-attack (e.g., Munich is indefensible if attacked with a force of four, so I move Prussia to Berlin supported by Munich, and the vanquished Munich Army helps retake Berlin). In QBC, "Miller's Rule" may well mean the difference between an English victory and a tie.

TUR -- For the first time, in S10, Brenton Ver Ploeg indicated he does not trust me. He was supposed to assist me into Tunis and instead tried to help Austria into Rome. He is also sending more units south and beefing up his Mediterranean defenses. If he continues this way, I will merely honor my agreement with Russia and tie up the game. Brent cannot win now unless I attack Russia. It's too bad...if I could have gotten him to withdraw, there would be the possibility I could stab them both and win. It would be an interesting challenge. In a way, Gene has helped to create that situation, by depriving Brent of some supply centers. If Brent cannot win without my help, he may accede to some fairly outlandish demands for withdrawal from the Med. We'll see.

WINTER, 1910 --

Supply Centers held at end of F'10 (no AUT retreats) --

A-H -- ~~Rom~~, Tun (remove one unit). (1)

ENG -- ~~StP~~, Nwy, Swe, Bre, Mar, Par, Por, Spa, Bel, Hol, Ber, Kie, Mun, Den, Edi, Lvp, Lon (stands pat; one unit dest. S'10). (16)

RUS -- Rum, Ser, Bud, Tri, Vie, Mos, Sev, War, Ven, StP (may build two units; one was dest. F'10). (10)

TUR -- Ank, Con, Smy, Bul, Gre, Nap, Rom (✓ 2 units; was 1 short last yr.). (7)

DIPLOMANIA 32-12 (Continued) --
THE "PLATYPUS" GAME (1969CB; DIPLOPHOBIA Game QBC) --

WINTER, 1910 Builds/Removals --

A-H (Phillips) -- NBR; GM (E) F Pie LAW DPMA H-R's.

RUS (Prosnitz) -- (B) A War; (B) A Sev.

TUR (Walker) -- (B) F Smy; (B) A Con.

None required from ENG (Ver Ploeg).

Player Commentary --

ENG -- I am sorry that I have not had the time to keep these comments up recently, because things have been developing quickly. I sent a letter to Walker last month (it will probably be mentioned in his comments), telling him that I knew he was playing a game of potential triple-cross, and he conceded the matter, telling me that his actual intention was for first. I wish I had made a copy, but I didn't. I think I might ask him to send it to you for partial publication at the end of the game. ((He didn't.--GM)) ### For now, things have changed. Gene's surprising tactics (surprising because he is ordinarily such an excellent tactician) have probably sealed his doom. This spring I have the option of attacking the Gulf of Bothnia or Finland. If the attack succeeds, the game is over, as I will capture St.Pete and Tunis to end it all. Sooner or later, it seems to me, I will win through, what with the inherent pro-Western bias that Calhamer has built into the board vis-a-vis St.Pete and the Scandinavian area. My original intention this spring, working within move suggestions given me by Phillips, was to gain Munich. Whichever side had that center could hold it indefinitely. Fall moves, however, gained me Berlin, too (inevitable after Gene's spring errors), and have placed Russia in a very difficult position, to say the least. ### Diplomatically, Turkey might very well attack Russia this next year, but not for the reasons I tried to solicit earlier. I have pointed out to him that Russia must fall this year, and that I have an excellent chance of winning this time. If not this time, eventually. Given that, I argued, wouldn't it be better to be 2nd than 3rd, with the understanding that England cannot be stopped anyway from winning? Hopefully, this line of logic will win the day. I would rather win diplomatically than tactically any day--it's more in line with my philosophy of play.

SPRING, 1911 Moves -- (In DIPLOPHOBIA #87) --

A-H -- A Tun-Pie.

ENG -- F WMe-Tun (conflicting order); F Tyn (C) A-H A Tun-Pie; F Lyo (C) A-H A Tun-Pie; F WMe (S) F Tyn (conflicting order); F Naf (S) A-H A Tun (A-H A Tun OTM); A Nwy-Fin; F Swe (S) A Nwy-Fin; F Bar-StP(NC); F Nwg-Nwy; F NtS-Den; A Mun-Ber; F Kie (S) A Mun-Ber; A Ruh-Mun; A Bur (S) A Ruh-Mun; A Hol-Ruh; F Bal-Bot; A Sil-Boh.

RUS -- F Bot-Swe; A Fin (S) F Bot-Swe; A Pru-Ber; A Tyo-Mun; A Tri-Vie; A War-Gal; A Boh (S) A War-Gal; A Sev-Mos; A Mos-War; F StP(SC) (S) A Fin.

TUR -- A Con-Bul; A Rom (H); F Smy-Con; F Aeg-Ion; F Gre (S) F Aeg-Ion; F Ion-Tun; F Nap (S) A Rom.

Player Commentary --

ENG -- Rod sent me a letter today stating that the game is going to be a draw, so can he have Tunis?! Well, it's probably his idea of humor, I think, or a subtle way to get my tactics out of me before the season comes. I am holding off on Tunis, to see if the gamble against Finland works. If it does, I am home. St.Pete and Tunis to make 18. If not, I will have to drive him out of the Gulf, then annihilate Finland, and take St.Pete later. This is the innate bias against Russia in the north that Calhamer built into the game. If he now held Munich, there would be no way I could ever get it back. Psychologically, I have things about the way I want them, since I have the in-print announcement from you that Fleet Baltic can cut St.Pete support. I want him thinking in terms of an attack on the Gulf of Bothnia from the Baltic. If he does, he will hopefully try to stand off with A Fin-Swe supported by F Both. Well, it has a small chance

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DIPLOMANIA 32-12 (continued) --

of succeeding, and it's worth the gamble, I guess.... In the center he might be able to eliminate Silesia, but not without giving me the positions I want. (Munich and Berlin him free.) Well, we'll see. Diplomatically, I hope Walker makes his move, though the latest letter from him makes me doubt it. He just hasn't checked out the positions in the north, I think, unless I am missing a lot (which happens too, of course).

FALL, 1911 moves (no SUMMER retreats) (from DIPLOPHOBIA #88) --

A-H -- A Pie-Mar.

ENG -- F Bar-StP(NG); A Nwy-Fin; F Swe-Bot; F Bal (S) F Swe-Bot; F Den-Swe; A Sil-Pru; F Nwg-Nwy; A Ber (S) A Sil-Pru; F Kie (S) A Ber; A Mun-Tyo; A Ruh-Mun; A Bur (S) A Ruh-Mun; F Lyo-Mar; F Tyn-Ion; F Naf (S) F WMe-Tun; F WMe-Tun.

RUS -- A Fin-Lvn; F Bot.(C) A Fin-Lvn (F Bot D.(Lvn, o.b.)); A Mos (S) F StP(SC); F StP(SC) (S) A Fin-Lvn; A Tyo-Ven; A Vie-Tyo; A Boh (S) A Vie-Tyo; A Gal-Sil; A War (S) A Gal-Sil; A Pru (S) A Gal-Sil (A Pru D (Lvn, o.b.)).

TUR -- A Bul (H); A Rom-Ven; F Con-Aeg; F Ion (S) F Tun; F Gre-Alb; F Tun (H) (A); F Nap-Tyn.

Player Commentary --

ENG -- The error which results in Rod's falling into Tunis is perhaps fortunate. At least, Phillips will not be able to diplomatically pressure me to let him keep that center until I need it. (Well, that wouldn't be a bad idea, now that I think of it, but it's too late anyway.) I shall guard Marseilles, just in case. ## Meanwhile, the game would be over this time if I had handled things correctly. Gene guessed right on Moscow's not supporting St.Pete, but it hardly makes any difference. Hell, I would have told him so. Now, however, the fleet in the Gulf will go, and then I shall go after Finland as soon as I am in position. The addition of the fleet in Denmark markedly aids my position. ## Walker, meanwhile, tells me that he's still sitting this one out, and that he will continue to do so. That's his decision, I guess, and I can imagine why he made it. Hopefully, it won't change anything. I am still trying to figure out how Gene thought that there would be a stalemate in the north.

AUTUMN, 1911 retreats (from DPBA #89) -- RUS: F Bot (R) Lvn; A Pru (R) OTB.

WINTER, 1911 --

Supply Centers held at end of AUT'11 (from DPBA #88) --

A-H -- ~~Tun~~ (remove one unit). (0)

ENG -- Nwy, Swe, Bre, Mar, Par, Por, Spa, Bel, Hol, Ber, Kie, Mun, Den, Edi, Lvp, Lon, Tun (may build one unit). (17)

RUS -- Run, Ser, Bud, Tri, Vie, Mos, StP, Sev, War, Ven (may build one unit, as one unit dest. AUT'11). (10)

TUR -- Ank, Con, Smy, Bul, Gre, Nap, Rom (may build 1 unit; 1 dest F'11). (7)

Builds/Removals -- (From DIPLOPHOBIA #88) --

A-H (Phillips) -- NMR, GM (E) A Pie; out of game.

ENG -- (B) A Edi. (played by Brenton Ver Ploeg)

RUS (Prosnitz) -- (B) A Sev.

TUR (Walker) -- (B) F Con.

Player Commentary --

ENG -- Not too much to say. Phillips, of course, tried the old fast one. On the other hand, it's the rule of this game that to trust is not to live. So, I'm still okay. A foreign army in Marseilles would have been a mess! St. Petersburg gets the noose tightened this time, and goes in the fall. I certainly hope Gene sends in spring moves. It would be nice to get this game out of the way. Elsewhere, everything stays static.

SPRING, 1912 moves -- (from DIPLOPHOBIA #90) --

ENG -- F Lyo (S) F Tyn; F Tyn (S) F Lyo; F Tun (S) F Tyn; F Naf-WMe; A Nwy-Fin; F Swe (S) A Nwy-Fin; F Bar-StP(NG); A Edi-Nwy; F Nwg (C) A Edi-Nwy; A Pru-Lvn; F Bal (S) A Pru-Lvn; F Bot (S) A Pru-Lvn; A Ber (S) A Mun; A Mun (S) A Bur; A Ruh (S) A Mun; A Bur (S) A Mun; F Kie (S) A Ber.

DIPLOMANIA-32-12 (Continued) --
THE "PLATYPUS" GAME (1969CB; DIPLOPHOBIA Game QBC) --

RUS -- A Tyo-Ven; A Vie-Bud; A Sev-Rum; A Mos-Ukr; A Boh-Vie; A Sil-Gal; A War
 (S) A Sil (A Sil OTM); A Fin (S) F StP(SC) (A Fin (A)); F StP(SC) (S) F Lvn;
F Lvn (S) F StP(SC) (F Lvn (A)).

TUR -- A Bul-Apu; F Aeg (C) A Bul-Apu; F Ion (C) A Bul-Apu; A Rom-Tus; F Nap
 (S) F Ion; F Alb (S) F Ion; F Con-Bul(SC).

Player Commentary -- None Received.

FALL, 1911 Moves (no SUM retreats) (from DIPLOPHOBIA #91) --

ENG -- F Bal-Pru; A Mun-Sil; A Ber (S) A Mun-Sil; F Kie-Bal; A Ruh-Mun; A Bur (S)
 A Ruh-Mun; A Lvn (S) F Bal-Pru; A Fin-StP; A Nwy (S) A Fin-StP; F Bot (S) A
 Fin-StP; F Bar (H); F Nwg (H); F Swe (H); F Tyn-Rom; F Lyo-Tyn; F WMe (S)
F Lyo-Tyn; F Tun-Ion.

RUS (by stand-by player IAW G.O.'s from Prosnitz, who misplaced the ish of DPBA
 w/the S'12 moves) -- A Rum (H); A Bud-Tri; A Vie (S) A Bud-Tri; A Gal (H);
 A Ven-Rom; A Ukr-Mos; A War-Mos; F StP(SC) (H) (A).

TUR -- A Tus-Ven; A Apu (S) A Tus-Ven; F Nap-Rom; F Ion-Nap; F Alb-Tri; F Aeg-Ion;
 F Bul(SC) (H).

Player Commentary -- None Received.

WINTER, 1912 (no AUT retreats) (from DIPLOPHOBIA #91) --

Supply Centers held at end of F'12 --

ENG -- Nwy, Swe, Tun, Bre, Mar, Par, Por, Spa, Bel, Hol, Ber, Kie, Mun,
 Den, Edi, Lvp, Lon, StP (may build one unit). (18)

RUS -- Rum, Ser, Bud, Tri, Vie, Mos, ~~StP~~, Sev, War, ~~Ven~~ (may build one
 unit, as 3 were dest. F'12). (8)

TUR -- Ank, Con, Smy, Bul, Gre, Nap, Rom, Ven (may build one unit). (8)

Builds --

ENG (Ver Ploeg) -- (B) A Lon (and, with 18 units on the board, ENG wins!).

RUS (Prosnitz) -- (B) A Mos (assumed; now has 8 units, and ties for 2nd).

TUR (Walker) -- (B) F Con (assumed; now has 8 units, and ties for 2nd).

Player Commentary -- None received.

Excerpts from GM letter to players re RUSSIA's Missed Moves for S'09 --

Just had a call from Gene (last night, June 8), in which he requested that I
 allow his late moves for S'09, in view of the fact that he had mailed them in good
 time (May 28), so it wasn't his fault that they arrived late. He indicated that,
 since refusal of his request would result in a completely ruined game, he would
 probably have to drop out. I told him I'd poll the players, which I am doing now.
 ## . . . One "Nay" vote, as is our policy when we request votes concerning the
 rules, will result in the late moves not being accepted. . . . ## This is in no
 way to be considered as setting a precedent for other games, or even for future
 situations which may arise in this game. Our policy is still to reject late moves.
 A while back, we would use late moves if we had not yet typed up the moves for the
 game, but this policy has been out for the past few issues, since we have been
 mailing out the magazine the day after the deadline, in the morning mail, which
 effectively precludes the possibility of using any late moves under any circum-
 stances. ## We are not putting this matter to a vote because we feel any sym-
 pathy for Gene's situation. His moves arrived the day after the deadline, about
 an hour after the 'zine had been mailed out. They arrived postage-due, because
 Gene had put only 10¢ postage on the envelope and sent it airmail, more than 10
 days after airmail postage had been increased to 11¢. As is the case with all
 postage-due mail, the post office's handling procedures delayed it a few days.
 Gene said, when he called, that he was unaware that postage had gone up (he was
 still unaware when he called); perhaps we should have notified players of the
 postage increase in DPBA; but we felt sure that with all the attendant publicity
 all of the players were aware of the increase; obviously we were mistaken. ##

DIPLOMANIA-32-12 (Continued) --

Nevertheless, there are several procedures open to players to insure that their moves do not fall victim to post office foul-ups--General Orders, advance orders, dual mailings, and, in the case of a very important set of orders, calling the GM to make sure they have arrived. If the post office loses the moves, or holds them up, a player who fails to take advantage of any of the "insurance" policies available to him has only himself to blame if the post office fouls him up. ## What we are trying to say here is that we feel that the vote to be taken should not be taken on the basis of whether or not Gene was at fault, or whether it was the fault of the post office. The only reason we are putting the matter up for a vote is because not to allow Gene's moves would result in ruination of what so far has been a very interesting game, and the English would win by default. House-Rules are written to let the players know what's expected of them, and what they can expect from the GM in the way of rulings, etc. However, strict application of House-Rules can sometimes completely disrupt a game. In a case of this sort, the GM should, in our opinion, be as flexible as he can while maintaining strict impartiality and fairness. (We'll not get into the question of how much flexibility a GM has before crossing the line--or at least giving the appearance of crossing the line.) GM decisions, where possible, should consider what's good for the game. Penalizing one player because he did something wrong often results in penalizing the other players in the game by disrupting or even destroying the game. ## Thus, e.g., in one game in which a new player, who had been playing earlier (his only contact with Diplomacy) in another magazine with different house-rules, wrote some orders in a manner which was correct under the h-r's of the earlier 'zine, but incorrect under the h-r's of DIPLOMANIA (i.e., combined his orders for both convoyed and convoying units into a single order), we allowed the order, but wrote him a separate and personal letter explaining what he had done wrong and warning him that such an error on his part would not be allowed a second time. ## And, as we pointed out above, we used to allow late moves when we could do so without holding up or otherwise disrupting the game (and we allowed all late moves received under the same circumstances for that deadline, if we allowed any). ## In the case at hand, then, the players are asked to vote on this issue as it applies to game QBC only, and only in this specific instance. Should the late moves, considering the effect on the game of allowing or disallowing them, be allowed? ## . . . Sometimes we feel like taking in orders and GM-ing like a machine--i.e., input, calculation of results, output, with no leeway for human error and human foibles. Othertimes we feel like moving in the opposite direction. There seems to be nothing a GM can do to please all of the people all of the time. So, we do the best we can. (And sometimes, with increasing frequency, we feel like simply chucking the whole thing...)

Final Comment (From Rod Walker; in DPBA #93) -- In the end, I was unable to follow any consistent policy. I had to remain friendly with Russia, and yet when he began to move against me, toward the end, I launched an attack on his Italian possession. Gene wrote to say he was only protecting himself, which was convincing enough, but I simply forgot to send in any change to my orders. Hence, by a fluke, we wound up tied for second, a state of affairs I had not envisioned. ## On the other hand, it was obvious that I could not stop Ver Floeg from winning. A war in the Mediterranean could only result in my loss of a center or two, so I followed a defensive, but hardly friendly, policy in that area. ## The single missed move by Russia of course set at nought my more elaborate plans: cooperating with Ver Floeg while pretending to cooperate with Prosnitz, in order to create some incongruous situations. Or letting the two of them deadlock and then attacking them both with the intent to win the game myself. ## This was a game situation I had never encountered before: two great powers locked in struggle in such a way that a third minor power had little to fear from either and little to offer--save non-aggression--as well. I could have helped Ver Floeg by attacking Prosnitz--but my one overriding policy in this game was to keep it going as long as possible and to see what developed. Alas, it didn't work.