



DIPLOMANIA Supplement ---- N3F Games Bureau Diplomacy Division ---- Issue Number 20
 Editor and Publisher: Don Miller - - - - - 14 February 1968
 Postal Diplomacy Games PAA(1965V), PCA(1966F), PDB(1966Eh), PEA(1966K), PFC(1966T),
 PHC(1966AS), PIC(1966AT), PJC(1966AZ), PKC(1966BD), PLC(1967B), PME(1967Fv), PNC
 (1967I), POC(1967N), PPC(1967AC), PQC(1967AL), PRC(1967AP), PSC(1967AQ), PTC(1967
 BB), PUC(1968C), PVC(1968D), PWC(1968E), PXC(No Boardman # yet), PYC(No # yet),
 DAA(1966Cf), DCA(1966Hf), DGA(1966Wf), DKJ(1967Cai) - - - - - THIS is war!!!

The Players -- No address changes since last issue; addresses of players in new games inside. New games will be reflected in roster changes to be pubbed in DIPL 21. Replacements needed in PDB, and possibly in PRC and PXC. See inside. (Also, in PKC.)

The Gamesmaster -- For all games, Don Miller, 12315 Judson Rd., Wheaton, Md., 20906 (ph. 301-933-5417; call only between 8 & 10 p.m. EST on weekdays except Fri.).

The "House-Rules" -- As published in DIPLOMANIA #18; read these carefully!!

Miscellaneous -- Sorry about the mixed-up pages 8 and 9 in DPBL #19 -- see PSC, in this issue, for explanation. ##### Jim Latimer, please write on one side of the paper only. ##### Muhlhauser, Griffin, and Nemeth were late for #19, and, since the 'zine was almost typed by the time their moves came in.... But Nemeth had a set of "General Orders" on file IAW H-R #27, so his failure to get his moves in on time hardly hurt him at all. All players are strongly advised to file a set of General Orders with the GM for each game you are in -- the USPOD is not noted for its dependability. ##### Speaking of the POD, we understand that three players failed to receive DPBA #18 -- Griffin, Gordon, and Uhr -- all in the NY area! Gordon got the positions and got his moves in on time; Griffin told us after we had completed the mimeoing of #19, so was too late to have his moves used; we heard about Uhr from Gordon and sent Uhr another copy of #18, but received no response. What's up with the NYPOD? If you players don't receive your 'zines within one week after a deadline (you should receive them sooner than that), please holler. ##### We discovered something shocking after several players wrote in complaining about our "Feb. 8" deadline in DPBA #19 -- some of you aren't reading page one! ALL PLAYERS SHOULD ALWAYS READ PAGE ONE!! We type page one last, and use it for last-minute announcements -- like changing the Feb. 8 deadline to Feb. 13.... ##### We transferred the three games of Anonymity to DPBA from DIPSOMANIA to take advantage of DPBA's new two-week schedule; with no Diplomacy possible, there's no reason why two weeks shouldn't be sufficient between seasons -- particularly since there's always SUMMER & WINTER seasons in the Anonymity games. We transferred DKJ because it is more of a Regular game than a variant (not that we are calling it a Regular game, though). ##### We extended the deadlines this one time for most move-missers because of the possible confusion caused by the deadline change in DPBA #19, and the sudden shift in policy without advance warning. But never again -- you have all now been warned, so adjust accordingly. ##### The new policy with respect to DPBA is, very briefly (it will be described in detail in DIPLOMANIA #19/20): Game-year will take a maximum of 10 weeks. Deadlines will be of two types -- "Early-Bird" and "FINAL". Both types of deadlines will be announced for SPRING and FALL moves -- Early-Bird deadline will be deadline by which, if all moves are in, GM will be able to publish moves early; FINAL deadline will be deadline by which all moves must be in GM's hands, with no excuses accepted for tardiness. So players will have 4 weeks between moves, but may, if they all get their moves in early, speed game up to 2 weeks between moves. Players thus may control speed of games. Since there is generally no Diplomacy before builds, removals, and retreats, there will be only one deadline here -- a FINAL deadline, of two weeks. So plan accordingly.

DLM

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PAA (Variant-Regular Diplomacy Game #1) --

The Players, Rules and Board -- See DIPLOPHOBIA #'s 1 and 7.

WINTER, 1911 builds -- ENG (Clark): (B) F Lvp; (B) F Lon; ITA (Mebane): (B) F Nap.
Positions at end of WINTER, 1911 -- ENG: A Gas; F's NAF, Mid, Lon, Lvp, StP(NC) (6);
GER (Kuch): A's Ruh, Kie, Ber, Fin, Par, Bur; F Bal (7); ITA: A's Mun, Boh, Tyo, Pie,
Mar; F's Tun, Nap, Lyo, Spa(SC), Por (10); TUR (Huff): A's Lvn, Mos, War, Pru, Sil,
Gal, Bud, Ukr; F's WMe, Ion, Bla (11).

Propaganda --

London -- To the unbearded, droop-tasselled Alhazared who knows not how best to titivate his own harem: let a verriay parfit gentil English knight* show you the way -- switch! Fight instead of talk and you too may come in third.

*See Canterbury Tales, Line 72.

FINAL Deadline for SPRING, 1911 moves -- Noon, Tues., Feb. 27. (See Page 1.)

PCA (Variant-Regular Game #3) --

The Players, Rules and Board -- See DIPLOPHOBIA #'s 1, 2, 8, and 19.

No AUTUMN retreat received from Mazor (ENG) and no WINTER removal from Harrison (TUR).

FINAL Deadline for AUTUMN, 1909 retreat and WINTER, 1909 builds/removals -- Noon, Tues., Feb. 27. Early-Bird Deadline for SPRING, 1910 moves -- Noon, Tues., Feb. 27.
FINAL Deadline for SPRING, 1910 moves -- Noon, Tues., March 12. (See Page 1)

PDB (3x3 Team Game) --

The Players, Rules and Board -- See DIPLOPHOBIA #'s 1-5 and 18. Gentlemen, the fatal flaw of all team games is that the two team captains generally end up either playing all the countries in the two teams themselves, or in changing the moves sent in by the team members to such an extent that they might as well be playing the countries themselves. The role of the team captain is almost impossible to define clearly, and in such a way that the role has a meaning beyond that of merely being a "clearing house" for the moves of the players on their team. In PDB, players have been sending their moves in directly to the GM, rather than sending them through their team captains. In some cases, when they have sent them in to their team capts., the team captains have made changes in the moves. In other cases, if the team capts. haven't liked the moves sent in by their team members, they've substituted a whole new set of moves. Now that one player is definitely off one team, there is growing pressure for the team captain to take over the country himself. And so it goes....

We are not very hopeful of ever seeing the problems of a team game adequately solved. We feel that three-man games (two players each playing two countries, and a third playing a strengthened seventh nation, as a "wild-card" player (not necessarily anonymous) will ultimately replace the team game, if they have not already done so. And even these will probably disappear -- the tactical and strategic possibilities will quickly be exhausted, and, with only three players, diplomatic interplay is somewhat restricted.

The problem in PDB is that this game is rapidly deteriorating. The two team capts. are still playing, as is Hoheisel on the FEG's team. However, Weston, of the FEG's, is definitely out; Latimer, of the RAT's, sent in moves after a long silence, prefaced with the statement that if the team capt. sent in moves for his country, to use the captain's moves instead of Latimer's; Carey, of the RAT's, missed moves this last time around, and his status in the future of the game is uncertain. The GM offered to let the captains play the countries of the players dropping out, providing that both team captains agreed (on a "both or none" basis). Huff sent in moves this last season for Weston, which the GM disallowed because Lebling said "no". And Lebling sent in moves for Latimer, which the GM is disallowing, despite Latimer's statement,

because of his "both or none" ruling. We held up publication of the moves last issue because Huff had predicated his own moves upon his substitute moves for Weston being allowed by the GM. Since Lebling's own moves were predicated upon his substitute moves for Latimer being allowed, we must now hold up the game another issue in order to allow Lebling to change his moves. Please get together on this, people!

We are either going to allow the team captains to substitute moves freely -- even submit entire sets of moves -- or we are going to allow no substitutions whatsoever, and require all players to send in signed orders directly to the GM, with carbons to the capt's. Perhaps we should require players to send in preliminary sets of moves to their captains in two weeks, and final sets to the GM in four weeks, so the captains will have the chance to at least contact their players and ask them to change their moves? Any suggestions? We must resolve this problem immediately, or this game will shortly collapse. (See Page 1.)

FINAL Deadline for FALL, 1877 moves -- Noon, Tues., Feb. 27. FINAL Deadline for AUTUMN, 1877 retreats and WINTER, 1877 builds/removals (if any) -- Noon, Tues, Mar. 12.

PEA (Variant-Regular Diplomacy Game #4) --

The Players, Rules and Board -- See DIPLOPHOBIA #'s 1, 2, 5, 14, and 18.
FINAL Deadline for SPRING, 1908 moves -- Noon, Tues., Feb. 27. (See Page 1.)

PFC (Regular Diplomacy Game #1) --

The Players, Rules and Board -- See DIPLOPHOBIA #'s 1, 2, 8, 14, and 18.
FINAL Deadline for SPRING, 1907 moves -- Noon, Tues., Feb. 27. (See Page 1.)

PHC (Regular Diplomacy Game #2) --

The Players, Rules and Board -- See DIPLOPHOBIA #'s 2, 5, 11, 14, and 18.
WINTER, 1906 builds/removals -- FRA (Huff): (B) A Mar; (B) A Par; RUS (Naus): (E) F Bot; (E) A Gal; (E) A Sil; OOG; TUR (Greene): (B) F Smy; (B) A Ank; (B) A Con.
Positions at end of WINTER, 1906 -- ENG (Hoheisel): A's StP, Lvn, Den; F's Swe, Bal, NtS, EnC (7); FRA: A's Mar, Par, Kie, Mun, Boh, Tri, Tus, Ber; F's Tun, Tyn, Lyo, WMe (12); ITA (Lebling): A's Tyo, Ven; F's Rom, Nap (4); RUS: None; OOG; TUR: A's Con, Ank, Rum, Ser, Bud, War, Mos; F's Ion, Gre, Aeg, Smy (11).

Propaganda --

Constantinople -- Dublin: Why those dirty low evil perfidious Albion's people. How could anyone manage to pull off such a dirty act and have no pang's of conscience? You will truly burn in the pits for this dastardly and uncalled-for act! I would not even label this act as worthy of Peery. I will have tremendous pleasure in holding off your masses of untrained and ill-officered peasants. What a low basically black soul you must have. One word of caution, balancer of Europe -- France shall not die, and neither shall Turkey. You'll get yours yet. Sur for peace now!!!

FINAL Deadline for SPRING, 1907 moves -- Noon, Tues., Feb. 27. (See Page 1.)

PIC (Regular Diplomacy Game #3) --

The Players, Rules and Board -- See DIPLOPHOBIA #'s 2 and 5.
 No AUTUMN retreats received from Muhlhauser (GER).
FINAL Deadline for AUTUMN, 1906 retreat and WINTER, 1906 builds/removals -- Noon, Tues., Feb. 27. Early-Bird Deadline for SPRING, 1907 moves -- Noon, Tues., Feb. 27.
FINAL Deadline for SPRING, 1907 moves -- Noon, Tues., Mar. 12. (See Page 1.)

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PJC (Regular Diplomacy Game #4) --

The Players, Rules and Board -- See DIPLOPHOBIA #'s 4, 11, and 17.

FINAL Deadline for SPRING, 1906 moves -- Noon, Tues., Feb. 27. (See Page 1.)

PKC (Regular Diplomacy Game #5) --

The Players, Rules and Board -- See DIPLOPHOBIA #'s 5 and 18.

No AUTUMN retreat received from Uhr (TUR). Uhr, are you still playing? If anyone would like to take over TURKEY, please notify GM NLT Feb. 27, and you'll be in game if Uhr doesn't get his retreat order in (this will be his 3rd miss in a row).

FINAL Deadline for AUTUMN, 1905 retreat and WINTER, 1905 builds -- Noon, Tues., Feb. 27. Early-Bird Deadline for SPRING, 1906 moves -- Noon, Tues., Feb. 27. FINAL Deadline for SPRING, 1906 moves -- Noon, Tues., March 12. (See Page 1.)

PLC (Regular Diplomacy Game #6) --

The Players, Rules and Board -- See DIPLOPHOBIA #'s 7, 14, and 15.

FINAL Deadline for SPRING, 1905 moves -- Noon, Tues., Feb. 27. (See Page 1.)

PME (Calhamer 5-Man Diplomacy) --

The Players, Rules and Board -- See DIPLOPHOBIA #'s 8, 14, and 15.

No SUMMER retreat received from Muhlhauser (ENG); all FALL moves in but ENGLAND's!
FINAL Deadline for SUMMER, 1904 retreat and FALL, 1904 moves -- Noon, Tues., Feb. 27.
FINAL Deadline for AUTUMN, 1904 retreats and WINTER, 1904 builds/removals (if any) -- Noon, Tues., Mar. 12. (See Page 1.)

PNC (Regular Diplomacy Game #7) --

The Players, Rules and Board -- See DIPLOPHOBIA #9:

No SUMMER retreats received from Muhlhauser (ITA).

FINAL Deadline for SUMMER, 1904 retreats and FALL, 1904 moves -- Noon, Tues. Feb. 27.
FINAL Deadline for AUTUMN, 1904 retreats and WINTER, 1904 builds/removals (if any) -- Noon, Tues., March 12. (See Page 1.)

POC (Regular Diplomacy Game #8) --

The Players, Rules and Board -- See DIPLOPHOBIA #'s 10 and 18.

No WINTER removal received from Muhlhauser (TUR).

FINAL Deadline for WINTER, 1904 builds/removals -- Tues., Feb. 27 (Noon). FINAL Deadline for SPRING, 1905 moves -- Noon, Tues., Mar. 12. (See Page 1.)

PPC (Regular Diplomacy Game #9) --

The Players, Rules and Board -- See DIPLOPHOBIA #'s 10, 11, and 14.

No AUTUMN retreat received from Glavic (RUS); no WINTER builds received from Muhlhauser (FRA), Haramis (GER), and Mike Miller (TUR).

FINAL Deadline for AUTUMN, 1903 retreat and WINTER, 1903 builds -- Noon, Tues., Feb. 27. FINAL Deadline for SPRING, 1904 moves -- Noon, Tues., Mar. 12. (See Page 1.)

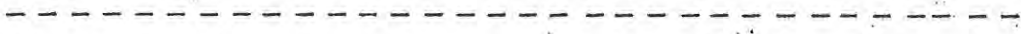
PQC (Regular Diplomacy Game #10) --

(See Page 1.)

The Players, Rules and Board -- See DIPLOPHOBIA #12.

No AUTUMN retreats received from Muhlhauser (ENG) or Huff (RUS); no WINTER build received from Houghton (A-H); no WINTER removals received from Muhlhauser (ENG).

FINAL Deadline for AUTUMN, 1903 retreats and WINTER, 1903 builds/removals -- Noon, Tues., Feb. 27. FINAL Deadline for SPRING, 1904 moves -- Noon, Tues., March 12.



PRC (Regular Diplomacy Game #11) --

(See Page 1.)

The Players, Rules and Board -- See DIPLOPHOBIA #14. Jack Chalker (GER), if you wish to stay in game, please contact GM NLT Feb. 27 and so state (sorry about that "AUTUMN retreat" bit). If Chalker is not heard from by Feb. 27, Gemignani will take over GERMANY.

No AUTUMN retreat or WINTER removal received from Griffin. (ENG).

FINAL Deadline for AUTUMN, 1902 retreat and WINTER, 1902 builds/removals -- Noon, Tues., Feb. 27. FINAL Deadline for SPRING, 1903 moves -- Noon, Tues., Mar. 12.



PSC (Regular Diplomacy Game #12) --

(See Page 1.)

The Players, Rules and Board -- See DIPLOPHOBIA #'s 14 and 18.

No AUTUMN retreat or WINTER removal received from Houghton (FRA); no WINTER builds received from Horrison (TUR).

GM Goof -- Page 9 in DIPLOPHOBIA #19 should be numbered "8", and should be where page numbered "8" now is. Page 8 in DIPLOPHOBIA #19 should be numbered "9", and should be where page numbered "9" now is. So rest of PSC Moves (GER thru TUR) and PSC supply center count will be found on page now numbered "8" in 'zine. Sorry about that, folks, but somehow the stencils got switched before they were numbered....

FINAL Deadline for AUTUMN, 1902 retreat, and WINTER, 1902 builds/removals -- Noon, Tues., Feb. 27. FINAL Deadline for SPRING, 1903 moves -- Noon, Tues., Mar. 12.



PTC (Regular Diplomacy Game #13) --

The Players, Rules and Board -- See DIPLOPHOBIA #17.

No WINTER removal received from Houghton (RUS); no WINTER builds received from Bob Reiter (TUR).

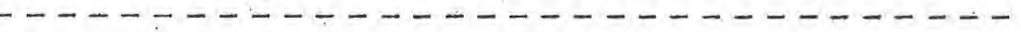
FINAL Deadline for WINTER, 1901 builds/removals -- Noon, Tues., Feb. 27. FINAL Deadline for SPRING, 1902 moves -- Noon, Tues., Mar. 12. (See Page 1.)



PUC (Regular Diplomacy Game #14) --

The Players, Rules and Board -- See DIPLOPHOBIA #18. Joan Rothenberg (TURKEY) never has responded in any way, shape, or form, and so has been replaced by Dick Reiter (6201 Westchester Rd., Wash., D.C., 20031; ph. 449-8846). All SPRING, 1901 moves are in, but to allow anyone who desires to do so to change their moves because of the presence of a new player, and to allow diplomacy with the new player, SPRING, 1901 deadline will be extended another two weeks.

FINAL Deadline for SPRING, 1901 moves -- Noon, Tues., Feb. 27. (See Page 1.)



PVC (Regular Diplomacy Game #15) --

The Players, Rules and Board -- See DIPLOPHOBIA #18.

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SPRING, 1901 moves --

A-H (Harrison) -- F Tri-Alb; A Vie-Tri; A Bud-Ser.
ENG (B. Reiter) -- F Edi-Nwg; F Lon-NtS; A Lvp-Yor.
FRA (Hueston) -- A Par-Bur; A Mar-Pie; F Bre-Mid.
GER (Schelz) -- A Mun-Tyo; A Ber-Kie; F Kie-Hol.
ITA (Halle) -- A Ven (S) GER A Mun-Tyo; A Rom-Tus; F Nap-Tyn.
RUS (Budd) -- F StP(SC)-Bot; F Sev-Rum; A War-Ukr; A Mos-StP.
TUR (D. Reiter) -- A Con-Bul; A Smy-Con; F Ank (H).

Propaganda --

Germany -- Austria-Hungary: It's too bad you didn't reply.

Russia -- England: Revenge is sweet.

Vienna -- The Dual Monarchy of Austria and Hungary gives full and formal notice that it passed out of existence last June 19. On that date, the Council of Vienna was signed and became law throughout the Empire of Austria and Kingdom of Hungary. For the information of interested Europeans, a condensed version of the agreements thereof are here reproduced.

Article I. The Dual Monarchy of Austria and Hungary is hereby dissolved.

Article II. The former territory of the said Dual Monarchy is divided into the following sovereign and completely independent states:

The Empire of Austria.
The Kingdom of Hungary
The Kingdom of the Czechs
Transylvanian Rumania
The United Slovene Nation
The Northern Serbs
The Kingdom of Montenegro
The Republic of Slovaks
Ruthenia
Banat
Free State of all Slavonians
The Independent City of Banja Luka
The Kingdom of Bosnia.

Article III. The thirteen independent and sovereign states formed by this Council, in addition to the Patriarch of Belgrade and the Cardinal of Austria, shall assemble once every year in the capital city of one of the said sovereign and independent states to consider collective foreign policy and common defense. However, none of the decisions of this meeting shall be binding on any signatory of this Council.

Article IV. Any state wishing to approve this Council may attend the meeting described in Article III, provided that it recognizes the independence, sovereignty, and territorial extent of all previous signatories of this Council.

Vienna -- The Emperor of Austria gives notice that he will uphold the territorial sovereignty of all signatories of the Council of Vienna.

Budapest -- The King of Hungary gives notice that he will uphold the territorial sovereignty of all signatories of the Council of Vienna.

Prague -- The King of the Czechs gives notice that he will uphold the territorial sovereignty of all signatories of the Council of Vienna.

Osijek -- The Slovene Nation gives notice that it will uphold the territorial sovereignty of all signatories of the Council of Vienna.

Sarajevo -- The King and Queen of Bosnia give notice that they will uphold the territorial sovereignty of all signatories of the Council of Vienna.

Tirane -- The King of Albania accepts the obligations outlined in Article IV of the Council of Vienna, and is a formal signatory thereof.

Belgrade -- The King of Serbia accepts the obligations outlined in Article IV of the Council of Vienna, and is a formal signatory thereof.

NSG -- There is a rumor going around that Germany is inciting Japan to attack Port Arthur, so watch out for Jap PT boats in the Heligoland Bight.

Early-Bird Deadline for FALL, 1901 moves (no SUMMER retreats) -- Noon, Tues., Feb. 27. FINAL Deadline for FALL, 1901 moves -- Noon, Tues., Mar. 12. (See Page 1.)

PWC (Regular Diplomacy Game #16) --

The Players, Rules and Board -- See DIPLOPHOBIA #18.

SPRING, 1901 moves --

A-H (Huff) -- A Bud-Ser, F Tri-Alb; A Vie-Gal.

ENG. (Gemignani) -- F Edi-NS ("NS" is not sufficient -- it is ambiguous, and in this case could mean either "Norwegian Sea" or "North Sea", as moves to both sea-provinces are possible from Edinburgh. In accordance with the Diplomacy rules, therefore, the move fails; Players are reminded that if they followed the House-Rules and spelled out orders like they were supposed to, things like this wouldn't happen.); F Lon-EnC; A Lvp-Wal.

FRA (Prosnitz) -- F Bre-Mid; A Par-Bur; A Mar (S) A Par-Bur.

GER (Brooks) -- F Kie-Hol; A Ber-Kie; A Mun-Bur.

ITA (Leitch) -- A Ven-Tyo; A Rom-Ven; F Nap-Ion.

RUS (Turner) -- F StP(SC)-Bot; A Mos-Ukr; A War-Gal; F Sev (H).

TUR (Naus) -- A Con-Bul; A Smy-Con; F Ank-Bla.

Propaganda --

NSG -- My moves speak for themselves.

Early-Bird Deadline for FALL, 1901 moves (no SUMMER retreats) -- Noon, Tues., Feb. 27. FINAL Deadline for FALL, 1901 moves -- Noon, Tues., Mar. 12. (See Page 1.)

PXC (Regular Diplomacy Game #17) --

The Players, Rules and Board -- A-H: John Mazor; ENG: Dave Bischoff; FRA: Bill Zumstein; GER: Dick Reiter; ITA: Tommy Ogle; RUS: Janet Price; TUR: Stephen Hueston. Addresses were given in DIPLOPHOBIA #19. A replacement player may be needed for ITALY, as Ogle seems to be missing his moves in all our games; please contact GM NLT Feb. 27 if interested (no charge). All fees have been paid. Rules and board are same as in Regular 7-man Diplomacy as published by Games Research, Inc., except that victory criterion is 18 units on board at completion of WINTER season, rather than simple majority of units or majority of supply centers. DIPLOMANIA House-Rules also apply; all players should already have a set of H-R's, either in or extracted from DIPLOMANIA #18, where they first appeared.

FINAL Deadline for SPRING, 1901 moves -- Noon, Tues., Feb. 27. (See Page 1.)

PYC (Regular Diplomacy Game #18) --

The Players, Rules and Board -- A-H: Chuck Scholti (4127 West 220 St., Fairview Park, Ohio, 44126); ENG: Peter Rosamilia, Jr. (13 Shoshone St., Old Bridge, N.J., 08857); FRA: Gary Nemeth (5350 W. 228 St., Fairview Park, Ohio, 44126; ph. 216-734-2180); GER: Ron Glavic (430 Timberidge Trail, Gates Mills, Ohio, 44040); ITA: Dick Reiter (6201 Westchester Rd., Wash., D.C., 20031; ph. 449-8846); RUS: Robert Johnson (24 Captolene Ave., Bloomingdale, N.J., 07403 -- until March 1, after which address will be: Apt. 20-U, Howard Drive, Bergenfield, N.J., 07621); TUR: Kenneth Levinson (1991 Sedgwick Ave., Bronx, N.Y., 10453). All fees have been paid. Rules and board are same as in game PXC, above. All but Johnson and Rosamilia should already have a copy of DIPLOMANIA H-R's; Johnson and Rosamilia will receive theirs in the very near future (possibly attached to this issue). (All countries were chosen by lot, but, Peter and Bob, strange as it may seem you both got your first choices!)

Early-Bird Deadline for SPRING, 1901 moves -- Noon, Tues., Feb. 27. FINAL Deadline for SPRING, 1901 moves -- Noon, Tues., March 12. (See Page 1.)

PZC (Regular Diplomacy Game #19) --

Only one person has paid his games-fee so far (Haramis). Several persons have asked to get in another Regular game, but these persons are reminded that they will not be placed on the roster until they have paid their games-fee. (Margaret, you only sent \$1.)

QAC (Regular Diplomacy Game #20) --

Yipes! Another whole alphabet to go through.... One player (Haramis) with fee paid so far. We're more than happy to run as many Regular games as the traffic will bear (but variants -- now, that's another matter....); indeed, these are the "bread-and-butter" of the DIPLOMANIA family. However, we would like to remind potential players that there are two other magazines in the Games Bureau -- both run by competent Gamesmasters -- which have openings in Regular games (we don't want to be a hog and take all the Regular games in the Bureau): GLOCKORLA (Dave Lebling; Box 2234, Burton House, 420 Memorial Drive, Cambridge, Mass., 02139) and LA GUERRE (Buddy Tretick, 3702 Wendy Lane, Silver Spring, Md., 20906; ph. 942-8306). Fees in LA GUERRE are a flat \$2 for all Regular games; variants may vary in price. Fees in GLOCKORLA and in DIPLOPHOBIA are \$3 if it's your first game in a Games Bureau Diplomacy Division 'zine, \$2 otherwise. All Games Bureau Diplomacy 'zines have reciprocity with respect to \$2 2nd-game fees. (We forgot to mention that variant rates may vary in GLOCKORLA and in the new DIPLOMANIA variant-'zine, HYDROPHOBIA.)

DAA (Game of Anonymity #1) -- (Transferred from DIPSOMANIA)

The Players, Rules and Board -- See DIPSOMANIA #'s 1, 6, 8, and 13. The TURKISH player is still in the game.

SUMMER, 1906 retreats -- FRA: F Lyo.(R) Spa(SC); RUS: A Rum (R) Sev.

Propaganda --

Paris -- Due to Italy's double-cross of Russia, we urge and expect the Tsar to cease his threatening moves against us, and join us against Il Woppo.

Rome -- The attack on Rumania was not a declaration of war. It will be given back as soon as I can get back Tunis from the French -- I need another fleet. Since you will get Ankara it makes little difference anyway. Anything to keep the French from winning, right? With luck I can eliminate the French threat to the Mediterranean in two moves.

Rome -- France: I told you you would get it bad if you invaded. And now you're getting it...withdraw now and I will let you keep Paris.

St. Petersburg -- The uncommon degree of peacefulness that the capital city of the Russian Empire had been experiencing during the last year was shattered when news was received of the treacherous and unprovoked attack that Italian forces had made upon the Rumanian Army of Occupation. The garrison was forced to flee the country with heavy losses, and the remainder managed to reach Sevastopol where the news was relayed to St. Petersburg.

Reaction was intense: the Italian Embassy was burned along with the Italian Ambassador, and uneasiness was apparent in the Royal Court. Tsar Alexis speculated that the renegade Alexis II had instigated the treachery and that he was now serving with the Italians. Vladimir III was understood to be on his way to St. Petersburg from the Japanese War which he has been directing through Manchuria and Northern Korea.

St. Petersburg (14 July 1906) -- Later dispatches from St. Petersburg indicate that urgent meetings have taken place between representatives of France and Russia. Russia is apparently seeking aid against the Italians and has agreed to demobilize the frontiers of Germany. Russia pledged her armies to aid the French in a drive against the Italian homeland.

St. Petersburg (16 July 1906) -- Speculation raged today about the Rumanian Crisis. It is clear that if Italian forces do not withdraw there will be war between Russia and Italy. The Russian Ambassador in Rome delivered an ultimatum to the Italian Government, demanding the immediate withdrawal of the forces in Rumania. The question most asked in St. Petersburg is: why? With a war with France in the West, Italy's motives for forcing one in the East cannot be understood. If Italy expects an easy conquest of the Russians she will be sorely mistaken.

FINAL Deadline for FALL, 1906 moves -- Noon, Tues., Feb. 27. FINAL Deadline for AUTUMN, 1906 retreats and WINTER, 1906 builds/removals (if any) -- Noon, Tues., Mar. 12. (See Page 1.)

DCA (Game of Anonymity #2) -- (Transferred from DIPSOMANIA)

The Players, Rules and Board -- See DIPSOMANIA #'s 1, 2, 5, 6, 8, and 13. The FRENCH and TURKISH players are still in the game; and we assume the GERMAN player is, too.

GM Goofs! -- We just came across the SPRING, 1905 moves of the TURKISH player. Since it was our fault his moves were not included in the last published set, we have re-examined the SPRING, 1905 moves in the light of the TURKISH moves, with the following results:

1. Change the published moves for A-H (in DIPSOMANIA #15) to: A Gal (S) A Rum; A Vie-Tyo; A Tri (S) A Vie-Tyo; A Ser-Gre; A Rum (S) A Bul; A Bul (S) A Rum (D (Ser, o.b.)); F Gre-Ion.
2. Change the published moves for TUR (in DIPSOMANIA #15) to: A Con-Bul; F Bla (S) A Con-Bul; F Aeg (S) A Con-Bul.

This all means that A-H now has a SUMMER, 1905 retreat (A Bul), in addition to the one for ENG (already in) which was called for in DIPSOMANIA #15, so we will have to move the SUMMER, 1905 deadline back a couple of weeks to allow the A-H retreat.

FINAL Deadline for SUMMER, 1905 retreat -- Noon, Tues., Feb. 27. FINAL Deadline for FALL, 1905 moves -- Noon, Tues., ~~Feb. 27~~ March 12. (See Page 1.)

DGA (Game of Anonymity #3) -- (Transferred from DIPSOMANIA)

The Players, Rules and Board -- See DIPSOMANIA #'s 2, 5, 7, 8, 11, and 13. We thank those persons who sent in replacement moves for ENGLAND, but the ENGLISH player is still in the game.

AUTUMN, 1903 retreat -- ENG: F NtS (R) Lon.

WINTER, 1903 builds/removals -- A-H: (E) A Gal; ENG: (E) F Bal; FRA: No orders rec'd; will be one short next year; ITA: (E) A Ven; RUS: (B) A War; (B) A StP; (B) A Sev.

Positions at end of WINTER, 1903 -- A-H: A's Ser, Bud; F Gre (3); ENG: F's Nwg, Edi, Lon, Ska (4); FRA: A's Gas, Bur, Bel, Pic; F Mid (5 -- one short); GER: A's Kie, Ber; F's Hol, NtS (4); ITA: A's Ven, Tri, Alb; F's Ion, Adr (5); RUS: A's Sev, Rum, Ukr, Vie, War, StP, Nwy; F Swe (8); TUR: A's Con, Bul; F's Aeg, Bla (4).

Propaganda --

Austria -- Turkey: Look, we can fight but the only gainer is Russia. What say we call this feud off? You can even have Greece back if I get Rumania to replace it. OK?

Germany -- France: You said it! (But I would sort of like Belgium back.) Get in the English Channel. If England didn't retreat I'll take London. If Russia will be reasonable, maybe the three of us can raise some cain in other areas, such as the south??

Italy -- Austria: Snicker!

Russia -- Germany: I wouldn't listen to France. Look who just took Belgium. Notice also that I have never violated your borders. Let me know how you feel. Army Warsaw is headed south.

Russia. -- Italy: I want Budapest. The rest of the Balkans are yours if you can get them.

FINAL Deadline for SPRING, 1904 moves -- Noon, Tues., Feb. 27. (See Page 1.)

DKJ (Lebling Variant) -- (Transferred from DIPSOMANIA)

The Players, Rules and Board -- See DIPSOMANIA #'s 7 and 10.

SPRING, 1903 moves --

- A-H (Budd) -- A Tyo-Ven; A Tri (S) A Tyo-Ven; A Ser (S) NEU A Gre; A Bud-Gal.
- ENG (Muhlhauser) -- F Hel-Den; F EnC-NtS; F Lvp-Nat; F Bre-EnC.
- FRA (Brooks) -- F Por-Mid; F Spa(SC) (S) F Por-Mid; A Pic (S) A Par-Bre; A Par-Bre.
- GER (Gemignani) -- F Bal (S) RUS F Bot-Swe; A Kie (S) ENG F Hel (impossible; A can't support F in place); A Ruh-Mun.
- ITA (Huff) -- A Ven (H); F Adr (S) A Ven; F Ion-Apu; F Tun-Ion.
- RUS (Latimer) -- A Gal-Vie; A Sev-Rum; A Ukr (S) A Sev-Rum; F Bot-Swe (NEU A's Rum & Swe (A)).
- TUR (Lebling) -- F Aeg-Gre; A Bul (S) F Aeg-Gre; F EMe-Ion; F Bla (S) RUS A Ukr-Rum (RUS A Ukr not so ordered).

Propaganda --

Austria-Hungary -- I just thought I might ask, but does one of you three want to be an ally?

London -- England wishes peace. A unilateral evacuation of French territory has been effected. England will no longer try to influence the affairs of France. It is hoped that peace will follow.

Munich -- I hope these moves satisfied everyone. London, you owe me Holland & Belgium and you are one of two allies. If this upsets Russia, I'll have to correct it. But if everything goes well, you can stay too. This is better than you'd get from most, believe me.

Paris -- England: France will not end this war until British claims to the French provinces of Belgium, London, and Liverpool are dropped. Please send Chamberlain to Munich for negotiations.

Early-Bird Deadline for FALL, 1903 moves (no SUMMER retreats) -- Noon, Tues., Feb. 27. FINAL Deadline for FALL, 1903 moves -- Noon, Tues., Mar. 12. (See Page 1.)

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