



DIPLOMANIA Supplement - - - - - Issue Number Two
Editor and Publisher: Don Miller - - - - - 28 July 1966
Postal Diplomacy Games DAA, DBB, DCA, DDD, DEE, DFF, DGA, and DHG - THIS is war??

ALL GAMES

The Players -- The following corrigenda and addenda apply to the roster published in DIPSOMANIA #1:

- Chalker, Jack -- HG -- 5111 Liberty Heights Ave., Baltimore, Md., 21207 (367-0685)
- Bounds, Ron -- Add HG.
- Clark, Frank -- Change phone number to FL4-9077.
- Huff, Alan -- Add HG.
- Latimer, Jim -- Add HG; change address to: 4011 Silver Hill Road, Suitland, Md., 20023; phone number same as on roster.
- Sanders, Jim -- Add HG; change address to: Room 6K4, 601 West 110th St., N.Y., N.Y., 10025; phone number same as on roster.

Also remember that Bob Cline, 583 Moss St, Apt. B, Chula Vista, Calif., 92010, will be submitting WINTER, 1901 builds for France in game DBB, in place of Sidney Get. Sidney may send in builds as well, in which case his will be used instead of Bob's, and Sidney will continue in game. However, if no builds are received from Sidney, Bob's will be used and Bob will permanently replace Sidney. All players in game DBB are advised to conduct their diplomacy with Bob. Hold the phone -- we apparently have a change-of-address for Bob Cline: 3778 Keating, San Diego, Calif.

Two more players are urgently needed for game DHG (MicroDiplomacy). Please sign up for this as soon as possible so we can get the game underway.

Remember that players in games DAA, DCA, and DGA do not necessarily appear on roster -- so, if you are playing in DIPLOPHOBIA for the first time, in game DGA, you will not find your name listed above.

The Gamesmasters -- For all games but game DHG, Don Miller -- 12315 Judson Road, Wheaton, Md., 20906; phone number, 301-933-5417 (call after 7:30 p.m., but before 11:00 p.m., on weekdays). Guest-Gamesmaster for game DHG is Terry Kuch, 2323 Nebraska Ave., N.W., Wash., D.C., 20016; phone no. 244-8946. Wayne Hoheisel (address on roster in #1) is Assistant GM for games Gamesmastered by Don Miller.

The "House-Rules" -- As published in DIPSOMANIA #1.

In General -- Deadlines must be met. We must, for reasons explained in DIPSOMANIA #1, keep a rigid schedule.

Persons desiring air-mail delivery of DIPSOMANIA are reminded of rule #17. Starting with issue #3, all issues of DIPSOMANIA will be sent to players via 1st-class mail with the exception of those players who have paid air-mail fee(s).

We publish the positions at the completion of each Winter season in game for the purpose of making sure that we have the same position as the players, and that the players have the same positions as each other -- in the event of a conflict between the published position and the one you have on your board, notify the Gamesmaster immediately; do not change your board unless you check back and find an obvious error you have made. Players are responsible for checking their own positions -- but it is also a good idea to check the positions of the other players.

DAA
("The Game of Anonymity #1"; Formerly game TWJ-1966-EE)

The Players, rules, and board -- See DIPSO MANIA #1.

FALL, 1902 moves --

AUSTRIA-HUNGARY -- A Serbia holds; A Budapest-Trieste; F Adriatic-Venice.

ENGLAND -- F Belg (S) F North Sea-Holland; F North Sea-Holland; A Finland-Sweden; F Eng. Channel-Irish Sea.

FRANCE -- F Brest-Eng. Channel; F MidAtl (S) F Brest-Eng. Channel; A Picardy-Belgium; A Marseilles-Burgundy; A Spain-Gascony.

GERMANY -- A Tyrolia-Munich (S) A Bohemia (can't support and move in same turn; we should really have disallowed this entire move, but it was clear that you wanted to go to Munich this turn, and it appeared that the support order was meant for the Army after it reached Munich; please write only one order -- move, support, convoy, or hold -- "double orders" will in the future result in neither order succeeding); F Skagerrak-North Sea (S) A Belgium-Holland (there is no Fleet in the Skagerrak, nor is there an Army in Belgium, nor can a unit move and support in the same turn; see above); Army Bohemia-Silesia (it works!); Army Holland stands (no order received).
What happened, Johann Hindin?????

ITALY -- F Ionian-Greece; A Naples-Apulia; A Trieste (S) A Vienna; A Vienna (S) A Trieste; A Venice (S) A Trieste.

RUSSIA -- F Rumania (S) Turkish A Armenia-Bulgaria; A Norway-Denmark; A Livonia-St. Pete; A Silesia-Berlin; A Galicia (S) F Rumania; F Sweden (S) A Norway-Den.

TURKEY -- A Bulgaria-Serbia; F Aegean-Greece; A Armenia-Bulgaria; F Black Sea (C) A Armenia-Bulgaria.

Supply Centers controlled after FALL, 1902 moves (there were no AUTUMN retreats) --

AUSTRIA-HUNGARY -- Budapest, ~~Vienna~~, Serbia (must remove one unit) (2)

ENGLAND -- Edinburgh, Liverpool, London, ~~North Sea~~, Belgium (stands pat) (4)

FRANCE -- Brest, Marseilles, Paris, Portugal, Spain (stands pat) (5)

GERMANY -- ~~Belgium~~, ~~Denmark~~, Kiel, Munich, Denmark, Holland (stands pat) (4)

ITALY -- Naples, Rome, Trieste, Tunis, Venice, Vienna (build one unit) (6)

RUSSIA -- Moscow, Rumania, St. Pete, Sevastopol, Sweden, Warsaw, Berlin, Norway (build two units) (8)

TURKEY -- Ankara, Bulgaria, Constantinople, Smyrna (stands pat) (4)

Propaganda --

Berlin -- If a certain bag of worthless bones tries to move into Berlin, he will trade Warsaw for it.

Berlin -- Holland first, then I go to North Sea, unless you turn and rob while I am away from home. If you let me have Holland, I will aid you.

Constantinople -- Kaliph Al Tabhar to Tsar Vladimir III, may your reign be long. Be assured of our good intentions, and that we propose to establish with you the peaceful agreement that we enjoyed with your predecessor. To this end we are once again embarking on our promised evacuation of the borderlands, and at the same time renew our pledge of support and mutual aid. Should our peace remain in force the glorious harmony of our efforts should prove effective in spreading our combined culture westward.

England to France: Look, why are WE fighting? You get out of the Sea lanes in the north and so will I. You hit Germany by land, and I'll get him (her) by sea and also repeat also try to stop Russia, who is way overgrown for this early in the game. If I can't fight no one can, and he'll (she'll) win.

St. Petersburg -- We hope England did what we requested.

No source given -- Let's back up and try again.

Ditto -- I hate Diplomacy.

Ditto -- I would not trust Turkey.

No source given -- Conversation at an embassy in Berne: "I understand that American policemen are afraid to spank their children these days. I wonder why?" "Easy. They might be taken into court on a charge of police brutality."

Deadline for WINTER, 1902 builds and propaganda -- 10 p.m., Friday, August 12.

DBB
 ("Economic Diplomacy"; Formerly game TWJ-1966-GC)

The Players, Rules and Board -- See DIPSOMANIA #1.

FALL, 1901 moves --

- AUSTRIA-HUNGARY (Lebling) -- F Albania-Trieste; A Vienna (S) F Albania-Trieste; A Serbia (S) Turkish A Bulgaria-Greece.
- ENGLAND (Huff) -- F North Sea-London; F Norwegian Sea (C) A Edinburgh-Norway; A Edinburgh-Norway.
- FRANCE (Get) (moves made by Cline) -- A Spain-Port; A Burg-Munich; F EngCh-Belg.
- ITALY (Pournelle) -- A Tyrolia-Bohemia; A Venice-Tyrolia; F Ionian-Tunis; Pay Two Lire to Germany.
- GERMANY (Brannan) -- F Holland holds; A Ruhr holds; A Kiel-Denmark.
- RUSSIA (Kuch) -- F Both (C) A St. Pete-Swe; A StP-Swe; A War-Prussia; F Rum holds.
- TURKEY (Clark) -- A Bulg-Greece; F Const-Bulg (S.C.); A Smyrna holds.

Supply Centers held at end of FALL, 1901 (there were no AUTUMN retreats) --

- AUSTRIA-HUNGARY -- Budapest, Trieste, Vienna, Serbia (may build one unit) (4)
- ENGLAND -- Edinburgh, Liverpool, London, Norway (may build one unit) (4)
- FRANCE -- Brest, Paris, Marseilles, Belgium, Munich, Portugal (may build 3) (6)
- GERMANY -- Berlin, Kiel, ~~Munich~~, Denmark, Holland (may build one unit) (4)
- ITALY -- Naples, Rome, Venice, Tunis (may build one unit) (4)
- RUSSIA -- Moscow, St. Pete, Sevastopol, Warsaw, Rumania, Sweden (build 2) (6)
- TURKEY -- Ankara, Constantinople, Smyrna, Bulgaria, Greece (may build 2) (5)

Financial Situation at end of FALL, 1901 --

Country	<u>A-H</u>	<u>ENG</u>	<u>FRANCE</u>	<u>GER</u>	<u>ITALY</u>	<u>RUSSIA</u>	<u>TURKEY</u>
On hand at start of season	6 cr.	7 po.	7 fr.	1 ma.	16 li.	5 ro.	8 pi.
Move costs	-1	-2	-3	-1	-3	-2	-2
Support costs	-2	xx	xx	xx	xx	xx	xx
Convoy costs	xx	-1	xx	xx	xx	-1	xx
Gifts	xx	xx	xx	/2	-2	xx	xx
Payoffs:							
Own capital	/22	/22	/22	/22	/22	/22	/22
Other Supply Ctr	/60	/60	/100	/60	/60	/100	/80
Maintenance costs:							
In home territory ...	-34	-34	xx	-17	xx	-17	-17
On foreign terr.	-18	-18	-54	-36	-54	-54	-36
On hand at end of season	/33	/34	/72	/31	/39	/53	/55
	crowns	pounds	francs	marks	lire	roubles	piastres

Propaganda --

Lisbon -- Can we sell our army? Now that the French are closing in we no longer have any use for it. Any interested parties may contact us care of the Treasurer. Remember: we give Trading Stamps.

Vienna -- To Rome and Berlin: We would be very pleased if you would tell us how you pulled off that stunt with the foreign trade. The Anglo-French alliance has a blockade of Germany going, your army in the Tyrols is being constantly harassed by

our troops, and the Swiss are strictly neutral (they closed their borders to the belligerents on November 29, 1900). We thought Robert Houdin was a Frenchman.

No source given -- England declares war on Italy!!

Deadline for WINTER, 1900 builds and propaganda -- 10 p.m., Friday, August 12. Remember that construction costs are 19 "chips" per unit built.

DCA
("Game of Anonymity #2"; Formerly game TWJ-1966-LE)

The Players, Rules and Board -- See DIPSOMANIA #1. The Russian player has been replaced for non-payment of game-fee.

FALL, 1901 moves --

AUSTRIA-HUNGARY -- A Trieste holds; F Albania-Greece; A Serbia (S) F Alb-Greece.
ENGLAND -- F Norw Sea (C) A Edin-Nor; A Edin-Nor; F North Sea-Denmark.
FRANCE -- F MidAtl-Port; A Pied-Tyrol; A Burgundy-Munich.
GERMANY -- A Berlin holds; A Ruhr-Hol; F Kiel-Denmark.
ITALY -- A Venice-Pied; A Tusc (S) A Venice-Pied; F Tyrr-Tunis.
RUSSIA (new player) -- A Sev holds; F Rum (S) A Sev; F Both-Swe; A Prussia-Sil
(A Sevastopol is dislodged and must retreat).
TURKEY -- A Bulg-Rum; F Black Sea-Sev; A Armenia (S) F Black Sea-Sev.

AUTUMN, 1901 retreat --

RUSSIA -- A Sevastopol Retreats to Ukraina.

Supply Centers held after AUTUMN, 1901 retreats --

AUSTRIA-HUNGARY -- Budapest, Trieste, Vienna, Greece, Serbia (build two) (5)
ENGLAND -- Edinburgh, Liverpool, London, Norway (build one unit) (4)
FRANCE -- Brest, Marseilles, Paris, Munich, Portugal (build two units) (5)
GERMANY -- Berlin, Kiel, ~~Vienna~~, Holland (stands pat) (3)
ITALY -- Naples, Rome, Venice, Tunis (build one unit) (4)
RUSSIA -- Moscow, St. Pete, ~~Sevastopol~~, Warsaw, Rumania, Sweden (build one) (5)
TURKEY -- Ankara, Constantinople, Smyrna, Bulgaria, Sevastopol (build two) (5)

Propaganda --

Ankara -- The Grand Sultan died? That's news to me, seeing how I'm him!

Berlin -- Due to continuing border hostilities Germany declares war on Holland.

London -- "Well, come what may we have decided to ally our forces with that of France", commented Sir Humphrey Broadman at a recent meeting with the press.

"There are at least two boobs loose on the European continent", he continued.

"This guy Arcott would probably predict a German victory in the war. He should spend more time learning the essentials of military tactics than predicting.

Prussia to Sweden indeed!"

"We've been reconsidering our policies. It seems that Russia is willing to aid us in our assault on Germany. We welcome her help and propose a non-aggression pact to keep Scandinavia free from conflict. After all, the poor Russians already have two people at her throat. We think she will welcome our aid. We hope so."

"Oh, yes. That other boob is the Kaiser. We wish him luck. He's gonna need all he can get."

London -- Who in Berlin would like to make England keep her mouth shut? We think Germany is definitely effeminate.

Paris (August 20) (AP) -- The French President, Aramis de Gaul, wishes to announce to RB, MO, JS, JL, NB, and the other that we know now. This should also convince RB that his worst fears are confirmed. Is that a good enough coded message, R?

Paris --- Italy: Just passing through with greetings for all good, friendly, "peaceful" Italians. If you stab me it's WAR. Or is it already?

Rome -- The Pope would like to reaffirm its position to France. There still will be no war unless France brings it on herself.

Wein, September 1 (Reuters) -- Emperor Franz-Joseph of Austria-Hungary wishes to know just who the devil has been writing propaganda in his name. "Awful unlawful" indeed! However, whoever it was came up with some good ideas, and the lawful Emperor will abide by the Austro-Italian and Austro-Turkish decisions.

No source given -- The Pope is too fat.

Ditto -- 1 2 3 / 4 2 5 / 6 7 4 / 8 1 2 / 9 10 5 1 12 / 13 7 14 15 / 6 10 14 13 5 / 14 2 / 15 1 16 5 / % / 1 17 15 13 10 14 1 /. Quien sabe?

Ditto -- The Tsar prostrates himself before the mighty Turkish horde. Question: why can't you kill a fly in Turkey?

Ditto -- I declare war on everybody.

Deadline for WINTER, 1900 builds --- 10 p.m., Friday, August 12. (and propaganda),

DDD

("Twin-Earths Diplomacy"; Formerly game TWJ-1966-NH)

The Players, Rules and Board -- See DIPSOMANIA #1.

SPRING, 1901 moves --

AUSTRIA-HUNGARY (Gemignani) -- F Trieste I-Adriatic I; A Bud I-Rum I; A Vienna I-Boh I; F Tri II-Adr II; A Bud II-Rum II; A Vienna II-Boh II.

ENGLAND (Lebling) -- F Edi I-NorthSea I; F Lon I-EngCh I; A Liver I-Edi I; F Edi II-NorthSea II; F Lon II-EngCh II; A Liver II-Edi II.

FRANCE (Latimer) -- F Bre I-MidAtl I; A Paris I-Burg I; A Mars I-Spain I; F Brest II-MidAtl II; A Paris II-Burg II; A Mars II-Spain II.

GERMANY (Bounds) -- F Kiel I-Den I; A Munich I-Berlin I; A Berlin I-Kiel I; F Kiel II-Den II; A Munich II-Ruhr II; A Berlin II holds,

ITALY (Hoheisel) -- F Nap I-Ion I; F Rome I-Tyrr I; A Venice I holds; F Nap II-Ion II; F Rome II-Tyrr II; A Venice II holds.

RUSSIA (Sanders) -- F StP (N.C.) I-Nor I; A Mos I-Ukr I; A War I-Gal I; F Sev I-Bla I; F StP (N.C.) II-Nor II; A Mos II-Livon II; A War II-Gal II; F Sev II-Rum II.

TURKEY (Huff) -- A Smy I-Arm I; F Con I (S) F Ank I-Bla I; F Ank I-Bla I; F Smy II-Aeg II; A Con II-Bul II; F Ank II-Bla II.

Propaganda --

Austria-Hungary to Italy: My armies are in the field, my fleets in the Sea. Let us discuss Project Gemini.

Geneve I -- M. Henri Gerrault, inventor of the Transporter, was quoted today as saying that the use of Transporters in this new and horrible war could be the beginning of the end of Western Civilization. He said that such use "is further evidence of man's ability to turn good into evil". At the same time he declared a Transporter, Inc. dividend of 37%. "Rentals are up", he said quietly.

Germany I -- It was revealed here today that the Defense Ministers (Underministers) of Germanies I and II changed places via transporter early Tuesday morning. The explanation given was that the two men, though similar in every other way, each hated his wife. They hope to like the other's better.

Germany -- Kaiser Maxim of Germany I, to decide the issue of a truly divided Germany, suggested that the question be settled on the Field of Honor, with the two Kaisers taking part. Kaiser Fredric of Germany II surprised both populaces by agreeing to the contest. The search is now going on for a neutral point at which to hold the duel. Difficulties are anticipated. Meanwhile, cooperation seems to be proceeding better than predicted.

Moskva (1900: 5 Dec.) -- The Tsar wishes to declare that all suburbs of St. Petersburg, including Denmark and Sweden, will be defended from all attempts to

seize them. We do not plan to let the Victorian prudes tamper with the free-wheeling fun going on in them. So has it been stated, so shall it be.

Moskva (1900: 6 Dec.) -- The Tsar sends his greetings to the Sultan and wishes to inform him that, if his messenger has not gotten through, Russia wishes to declare a demilitarized zone in the Black Sea. Both of us would be better-off if this should occur. Bulgaria is of course naturally Turkish property, and by our seal so shall it remain -- and we expect similar protection for our rights in Rumania.

Paris I and II -- We know our moves don't show much originality, but we're still a holy terror!

Rome I -- The King of Italy I and II wishes to have peace with both Frances, both Austrias, both Germanys, and both Turkeys. That's all!

Wheaton, Maryland, U.S.C. (AP) -- Don Miller, while attempting to invent a computer which could be programmed in all known games, discovered a new effect, as a sphere impinging on what seems to be a similar world surrounded his house. Military experts are investigating the computer for possible use in wartime. It is suggested that whole armies could be sent through to appear at unexpected places. President Bryan sought to dispel rumours that this device would so be used.

No source given -- I'm getting dizzy!

Ditto -- The Lion has heard and answered the Bear. The Eagle had better watch out. Agreed.

Ditto -- Hurray for the McDonalds!!

Ditto -- Austria-Hungary of both worlds expresses concern over the actions of certain nations in double-worlds. "We must not upset the balance of these worlds or disasters may overtake someone."

Deadline for FALL, 1901 moves and propaganda (there were no SUMMER retreats) -- 10 p.m., Friday, August 12.

DEE

(Formerly game TWJ-1966-SE; "Game of Chaos")

The Players -- See DIPSOMANIA #1.

The Board -- Regular Diplomacy board, with no changes.

The Rules (note that rule #4 as stated in DIPLOMANIA #4 has been dropped; if any player strongly objects to the dropping of this rule, please let the GM know immediately, itemizing your objections) --

1. Except as noted below, Regular Diplomacy rules apply, as do DIPSOMANIA "house-rules".
2. Each player submits orders (and propaganda, if so desired) for all seven powers on the board (written on one side of the paper, please).
3. After the deadline, the Gamesmaster will separate the orders and place them into piles, by country for which orders are written. The Gamesmaster will then shuffle each pile, and draw one set of orders from each. The orders so drawn will be the orders used for that particular season.

There are two questions concerning this game which should be immediately resolved; please send your votes along with your FALL, 1901 moves:

1. Should more than 18 units on the board at the completion of a WINTER season be required to win the game? If so, should the game be fought on until virtual elimination (30 units for one player, e.g.) or complete elimination (34 units for one player), or some figure (what figure?) between 18 and 30? The figure of 18 is used as the requirement to win in a game of Regular Diplomacy because, at this point, the win should be "down-hill" -- i.e., the player with 18 units should be able to go on, if the game were continued, and completely eliminate the remaining players. The game is stopped at this point to avoid the

dullness and boredom which would accompany such strictly routine (normally, i.e.) "mopping-up actions". In other words, why fight on when the conclusion is inevitable? However, in the Game of Chaos, where chance plays a major role, the conclusion is not inevitable -- a player could reach the 18 level, have a run of bad luck, and still lose the game; of course, this is true (but to a lessening degree as the number of supply centers held by a single player increases) until complete elimination of the remaining players has been achieved. We strongly recommend to that players that a figure no lower than 24 units be set as the "magic number".

2. Should we run more than one game simultaneously, at no extra cost to the players, using the same sets of moves submitted for the first game, but simply putting the moves drawn for the first game back, reshuffling the piles and drawing again? If so, how many such "alternate world" games would you like to see run? We will publish the moves for a second game along with the moves for the first game in this issue, to give you an idea of what might happen if at least two such games were run simultaneously.

The sets of moves submitted for the SPRING, 1901 moves --

AUSTRIA-HUNGARY (Hoheisel) -- A-H: A Bud-Ser, A Vie-Bud, F Tri-Alb; ENG: F Edi-Cly, F Lon-Yor, A Live-Wal; FRA: A Mar-Gas, A Par-Bre, F Bre-ECh; GER: F Kie-Hel, A Mun-Bur, A Ber-Pru; ITA: A Ven-Pie, A Rom-Nap, F Nap-Ion; RUS: A War-Sil, F Sev-Bla, A Mos-Sev, F StP (S.C.)-Bot; TUR: A Smy-Syr, A Con-Smy, F Ank-Arm.

ENGLAND (R. Brooks) -- A-H: A Vie-Boh, A Bud-Gal, F Tri-Alb; ENG: F Edi-NthS, F Lon-ECh, A Live-Yor; FRA: F Bre-Gas, A Par holds, A Mar-Bur; GER: A Ber-Mun, F Kie-Bal, A Mun-Ruh; ITA: A Ven-Tri, A Rom-Ven, F Nap-Ion; RUS: F Sev-Arm, F StP (S.C.) holds, A Mos holds, A War-Liv; TUR: A Con-Smy, A Smy-Syr, F Ank holds.

FRANCE (Konig) -- A-H: F Tri-Adr, A Vie-Boh, A Bud-Ser; ENG: F Edi-Cly, F Lon-NthS, A Liv-Edi; FRA: F Bre-MidA, A Par-Bur, A Mar-Spa; GER: A Mun-Tyro, A Ber-Kie, F Kie-Hel; ITA: F Nap-Ion, A Ven holds, A Rom-Apu; RUS: F StP (S.C.)-Both, F Sev-Bla, A Mos-StP, A War-Gal; TUR: F Ank-Bla, A Con-Bul, A Smy-Arm.

GERMANY (Huff) -- A-H: A Bud-Ser, A Vie-Tyro, F Tri-Alb; ENG: F Lon-ECh, F Edi-NgnS, A Live-Edi; FRA: A Par-Gas, A Mar-Spa, F Bre-MidA; GER: F Kie-Den, A Ber-Kie, A Mun-Ruh; ITA: A Ven-Pie, A Rom-Ven, F Nap-Tyrr; RUS: A Mos-Sev, F Sev-Rum, F StP (S.C.) holds, A War-Mos; TUR: F Ank-Bla, A Con-Bul, A Smy-Arm.

ITALY (Jay Haldeman) -- A-H: F Tri-Alb, A Bud-Gal, A Vie-Boh; ENG: F Edi-NgnS, F Lon-ECh, A Live-Edi; FRA: F Bre holds, A Par holds, A Mar holds; GER: F Kie-Ber, A Ber-Sil, A Mun-Boh; ITA: F Nap-Tyrr; A Ven-Tri; A Rom-Ven; RUS: F StP (S.C.)-Bot, A War-Pru, A Mos-Sev, F Sev-Bla; TUR: A Smy-Syr, F Ank-Arm, A Con-Smy.

RUSSIA (Lebling) -- A-H: A Vie-Bud, A Bud-Ser, F Tri-Alb; ENG: F Lon-ECh, F Edi-NthS, A Live-Edi; FRA: F Bre holds, A Par holds, A Mar holds; GER: A Ber holds, A Mun holds, F Kiel holds; ITA: F Nap-Tyrr, A Ven-Pie, A Rom-Tus; RUS: A War-Ukr, F Sev-Bla, A Mos-Sev, F StP-Bot; TUR: A Smy-Syr, A Con-Smy, F Ank holds.

TURKEY (von Metzke) -- A-H: A Bud-Rum, F Tri-Alb, A Vie-Gal; ENG: F Lon-NthS, F Edi-NgnS, A Live-Edi; FRA: A Par-Bur, A Mar-Spa, F Bre-MidA; GER: A Mun-Sil, A Ber-Pru, F Kie-Bal; ITA: A Ven holds, A Rom holds, F Nap holds; RUS: F Sev holds, A War-Livo, A Mos holds, F StP (S.C.) holds; TUR: A Con-Bul, F Ank-Bla, A Smy-Arm.

Note: Opposite the English moves for RUSSIA, above, change A War-Liv to A War-Livo.

SPRING, 1901 moves (alternate world A) --

AUSTRIA-HUNGARY (Hoheisel) (moves submitted by Huff) -- A Budapest-Serbia, A Vienna-Tyrolia, F Trieste-Albania.

ENGLAND (R. Brooks) (moves submitted by von Metzke) -- F London-North Sea, F Edinburgh-Norwegian Sea, A Liverpool-Edinburgh.

FRANCE (Konig) (moves submitted by Konig) -- F Brest-MidAtl, A Paris-Burgundy, A Marseille-Spain.

GERMANY (Huff) (moves submitted by R. Brooks) -- A Berlin-Munich, F Kiel-Baltic, A Munich-Ruhr.

ITALY (Jay Haldeman) (moves submitted by Jay Haldeman) -- F Naples-Tyrr Sea, A Venice-Trieste, A Rome-Venice.

RUSSIA (Lebling) (moves submitted by R. Brooks) -- F Sevastopol-Armenia; F St. Pete (S.C.) holds; A Moscow holds; A Warsaw-Livonia.
TURKEY (von Metzke) (moves submitted by Jay Haldeman) -- A Smyrna-Syria, F Ankara-Armenia, A Constantinople-Smyrna.

Propaganda --

Constantinople -- Okay, George, you're on! Let me know your allies so I can do their moves right too.

Rome -- Did not get reply in time for deadline. Hope you are well. It's still on.

No source given -- Long live chaos!

Ditto -- Remember that the odds that you'll have all your moves picked is only $1/7^7$ or only $1/10000000$ if you use base 7. Who needs alliances?

Ditto -- Hurrah for the Campbells!!

SPRING, 1901 moves (alternate world B) --

AUSTRIA-HUNGARY (Hoheisel) (moves submitted by Hoheisel) -- A Budapest-Serbia; A Vienna-Budapest, F Trieste-Albania.

ENGLAND (R. Brooks) (moves submitted by Lebling) -- F London-EngChannel, F Edin-North Sea; A Liverpool-Edinburgh.

FRANCE (Konig) (moves submitted by von Metzke) -- A Paris-Burgundy, A Marseilles-Spain, F Brest-MidAtl.

GERMANY (Huff) (moves submitted by R. Brooks) -- A Berlin-Munich; F Kiel-Baltic; A Munich-Ruhr.

ITALY (Jay Haldeman) -- F Naples-Tyrr Sea; A Venice-Trieste; A Rome-Venice (moves submitted by Jay Haldeman).

RUSSIA (Lebling) (moves submitted by Hoheisel) -- A Warsaw-Silesia; F Sevastopol-Black Sea; A Moscow-Sevastopol; F St. Pete (S.C.) - Bothnia.

TURKEY (von Metzke) -- A Constantinople-Smyrna; A Smyrna-Syria; F Ankara holds (moves submitted by R. Brooks).

Deadline for sets of FALL, 1901 moves and propaganda (there were no SUMMER retreats) -- 10 p.m., Friday, August 12, 1966. Rule-votes also needed by 12 Aug.

DFP
("Nine-Man Diplomacy"; Formerly game TWJ-1966-TN)

The Players, Rules and Board -- See DIPSOMANIA #1.

WINTER, 1900 builds --

AUSTRIA-HUNGARY (Mebane) -- Build A Budapest, A Trieste, A Vienna.

FRANCE (Huff) -- Build A Algeria, F Brest, F Marseilles, A Paris.

GERMANY (Latimer) -- Build A Berlin, F Bremen, A Breslau, A Munich.

IBERIA (Hoheisel) -- Build A Barcelona, A Madrid, F Seville (W.C.).

ITALY (Bounds) -- F Naples, A Rome, A Venice (builds, of course).

RUSSIA (Jay Haldeman) -- Build A Moscow, F Odessa (W.C.), F Riga.

SCANDINAVIA (Reinsel) -- Build F Christiana, F Stockholm, A Trondhjem.

TURKEY (Owings) -- Build A Constantinople, A Sinope, F Smyrna.

UNITED KINGDOM (Muhlhauser) -- Build A Cyprus, F Edinburgh, F Egypt, A Gibraltar, F Liverpool, F London.

There was apparently some confusion over the rules concerning initial builds. Italy tried to build a Fleet in Rome (when only an Army was allowed there at the beginning of the game); Russia did not specify the coast of Odessa on which she was building a Fleet (although a build was only allowed initially on the West Coast), and Iberia did not specify the coast of Seville on which the Fleet was to be built (again, a build was initially allowed only on the West Coast). Because of this initial confusion, we are allowing the correct build-orders to be substituted

for the incorrect ones. We realize we are not following the rule which stated that if correct build-orders were not received the supply centers would stand unoccupied, but we feel that so many unoccupied centers at the start of the game would create a bit of a power-vacuum, and would tend to spoil the game and prevent it from receiving a proper test both in terms of playability and enjoyment to the players. We would like to go on notice, though -- all move-orders, build-orders, etc, from here on in must be submitted in the correct form, specifying coast where there is a choice, etc, or they will not be allowed. Let this first-round mix-up be a warning to all players -- there will be no second chance!

Propaganda --

Ankara -- I resent the existence of you two extra people and I intend to wipe you out, even if I have to go through everyone else to do it!

Berlin -- The German Empire wishes an accord with the United Kingdom: an accord which will wipe the distasteful nation of France off the map.

Berlin -- Now how did I get into THIS one??

Madrid -- El Cid will conquer the Moors! Any outside help will be appreciated.

Moscow -- Scandinavia: What price peace? The Tzar was overjoyed by your offer, but felt your terms were a little steep. Uh . . . forget it.

Moscow -- There was dancing in the streets as the news of a great and lasting partnership was announced. Together we will sweep the aggressors off the map.

Vienna -- In a surprise re-organization of the Cabinet, Count Dracula of Transylvania was elevated from the obscure position of Minister of Public Health to hold the joint portfolios of Premier and Foreign Minister. Informed sources speculate that this move was taken as a consequence of the Count's reputed friendship with Rasputin, who wields such influence at the Russian court; it is known that the Austrian government wishes a rapprochement with the Tzar. The new Premier emerged, dapper and energetic, from an hours-long conference with Emperor Franz Josef (who looked notably pale and shaken), to make the public statement: "All Europe has been at our throats; this situation should be reversed." In his capacity as Foreign Minister, he called an immediate conference with the Ambassadors from Italy, Germany, Russia, and Turkey. The foreign representatives entered the chancery carrying great bunches of garlic for some unknown reason and fingering crucifixes (except for the Turkish Plenipotentiary, who carried the Crescent of Islam).

No source given -- Don Miller and his assistants are finks!!

Ditto -- Hurrah for the Keiths!!

Deadline for SPRING, 1901 moves and propaganda -- 10 p.m., Friday, August 12.

DGA

("Game of Anonymity #3")

The Players -- The seven players in this game (usual seven Diplomacy countries) are unknown to all but the Gamesmaster; their names will not be published until the game has been completed. Players who are in this game will be notified by a note attached to this issue; if you volunteered for a game of Anonymity, but don't receive one of these notes and are not in games 1 or 2, let the GM know immediately and you will be placed on the roster for the 4th game.

The Board -- Standard 7-nation Regular Diplomacy board.

The Rules -- Same as for game DAA, as published in DIPSOMANIA #1.

Deadline for moves and propaganda for SPRING, 1901 -- 10 p.m., Friday, August 12. If any of you wish to conduct any pre-game Diplomacy, get it in writing (for publication) to the GM by August 5, and he will publish it and see that it is disseminated prior to the August 12 deadline.

DHG
("MicroDiplomacy")

The Players -- Two more players are needed urgently to complete the (7-man) roster. Signed up so far are Ron Bounds, Jack Chalker, Alan Huff, Jim Latimer, and Jim Sanders. Come on, now, you last two persons!

The Board -- Standard 7-nation Diplomacy (Regular) board.

The Rules -- As published in DIPSOMANIA #1, with the following additions:

10. Builds:

(a) At the end of the Fall season (including retreats), each Power is entitled to have three units on the board for each supply center held. Except for the situation covered in the next paragraph, a Power must build entire Armies and/or Fleets, as in normal Diplomacy. It is not permitted to build one or two Corps or Task Forces in a province.

(b) Exception: If, through previous annihilation of one or two units, a Power is entitled to build a number of units not divisible by three, the Power must build Fleets or Armies, if he is entitled to them, as in normal Diplomacy. Then he may, if he chooses, build individual units, or a force of two units, in any province which is normally available to the Power for a build.

11. Cutting support:

(a) As in normal Diplomacy, with the obvious deduction from the Micro-Diplomacy rules that an attacking force can cut only a support equal in value to it.

(b) A complex situation may arise in this way: suppose Germany orders C Mun-Bur. France orders C Bur S Mar, C Bur S Bel. Both Mar and Bel are under attack, and the supports from Bur are necessary to hold off attackers. Which support does C Mun-Bur cut? The choice is not up to Germany, as attacks in any Diplomacy game are made on provinces, not forces. Ruling: The defender, by means of the order in which he writes his moves, establishes priorities. In the example above, C Bur S Mar appears before C Bur S Bel, and therefore it is assumed to be prior. C Bur S Mar succeeds, and C Bur S Bel fails. Note that priorities are only meaningful on multiple orders to one province.

12. The Brannan and Konig Rules will be observed. In the Koning situation, the follow-up force can be of any value.

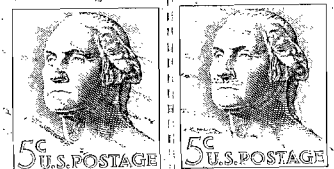
Elaboration on the Brannan and Konig Rules, and a sample game through Winter '01, will be published in issue #3 of DIPSOMANIA. Also remember that this game will be Guest-Gamesmastered by Terry Huch (address on first page of this issue).

DIPSOMANIA is published approximately every 20 days, and is free to all participants in games being played therein. Non-participants may receive DIPSOMANIA via 1st-class mail for \$1 for 10 issues; same rates apply to back issues, when available. Trades accepted for Diplomacy and other games-zines when arranged ahead of time with editor. Address code: A-H, player in corresponding game (refer to 2nd letter of game-designation) (note that players in games DAA, DCA, and DGA will not be denoted on label; S, Sample; T, Trade; W, Subscriber).

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