



DIPLOMANIA Supplement - - - - - Issue Number Four  
Editor and Publisher: Don Miller - - - - - 15 October 1966  
Postal Diplomacy Games DAA, DBB, DCA, DDD, DEE, DFF, DGA, and DHG -- THIS is war??

ALL GAMES

The Players (Players in games DAA, DCA, and DGA do not necessarily appear on roster) --

Bounds, Ron -- DDD,DHG -- 649 N. Paca St., Baltimore, Md., 21201 (SA7-8202)  
Brannan, Charles -- BB -- %General Delivery, Berkeley, Calif., 94701  
Brooks, Richard -- EE -- RR#1, Box 167, Fremont, Indiana, 46737 (219-495-4267)  
Clark, Frank -- BB,HG -- 5506 Fiske Place, Alexandria, Va., 22312 (FL4-9077)  
Cline, Robert -- BB -- 3778 Keating, San Diego, Calif.  
Gemignani, Margaret -- DD -- 67 Windermere Rd., Rochester, N.Y., 14610 (HU2-0068)  
Haldeman, Jay -- EE,FF -- 4211 58th Ave. (Apt. 10), Bladensburg, Md., 20710  
(779-1642)  
Hoheisel, R. Wayne -- DD,EE,FF,HG -- 912 N. Daniel St., Arlington, Va., 22201  
(528-6460)  
Huff, Alan -- BB,DD,EE,FF,HG -- 7603 Wells Blvd., Adelphi, Md., 20783 (422-3559)  
Koning, John -- EE -- 318 South Belle Vista, Youngstown, Ohio, 44509  
Kuch, Terry -- BB -- 2323 Nebraska Ave., N.W., Wash., D.C., 20016 (244-8946)  
Latimer, Jim -- DD,FF,HG -- Merrimack College, Austin Centre, Room 223, North  
Andover, Mass., 01845  
Lebling, David -- BB,DD,EE,FF -- 3 Rollins Ct., Rockville, Md., 29852 (427-4718)  
Mebane, Banks -- FF -- 6901 Strathmore St., Chevy Chase, Md., 20015 (652-8684)  
Muhlhauser, Fritz -- FF -- 920 West Cullom, Chicago, Ill. (312-GR7-3578)  
Owings, Mark -- FF,HG -- 3731 Elkader Road, Baltimore, Md., 21218 (889-6864)  
Pournelle, Jerry -- BB -- 8396 Fox Hills Ave., Buena Park, Calif., 90620  
Reinsel, Charles -- FF -- 120 Eighth Ave., Clarmon, Pa., 16214 (CA6-7205)  
Sanders, James -- DD,HG -- Apt. 5W, 149 W. 108th St., N.Y., N.Y., 10025  
von Metzke, Conrad -- EE -- 5327 Hilltop Dr., San Diego, Cal., 92114 (262-9241)

A replacement player (no charge) is urgently needed for AUSTRIA-HUNGARY in game DCA. If you are interested, send in some propaganda for SUMMER, 1902, announcing your ascent to power, etc., and you will be in the game.

AUSTRIA-HUNGARY, ENGLAND, and TURKEY still owe moves in game DGA. This is the last go-around, so, if you'd like in this game, please send in moves for these three countries for SPRING, 1901, and, if any of these players fails to send in his moves again, you're in the game. There will be no charge for A-H or Turkey, but a \$1 fee for England, as the English player has not yet paid his game-fee, and the game has not yet started.

Note also that Lebling is now playing Italy, in place of Bounds, in game DFF; also, Clark is playing France, in place of Chalker, in game DHG.

The Gamesmasters -- For all games but DHG, Don Miller -- 12315 Judson Rd., 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 number, 244-8946.

The "House-Rules" -- As published in DIPSOMANIA #1, and amended in DIPSOMANIA #3, with following additional changes:

5. Autumn and Winter seasons will be combined, to speed up games. If AUTUMN retreats are called for, then WINTER builds/removals should be submitted conditionally, at same time as AUTUMN retreats.

9. No conditional move-orders allowed; however, conditional build/removal orders will be accepted.

12. If a player misses a move (other than the first move of the game), his units shall stand in place for that move. The next moves for his units shall then be submitted by a replacement player, whose identity shall be made known to all players in the game; if the regular player fails to send in his moves the second (consecutive) time, the replacement player's moves shall be used, and he shall be in the game; if the regular player gets his moves in, they shall be used, and the replacement player's discarded. If a player misses his moves on the first move of the game, his units shall be moved by a stand-by player who, in most cases, will also be the replacement player; unless an adequate explanation and the following season's moves are forthcoming from the original player by the next deadline, the replacement player will be permanently in the game. Retreats, builds, and removals may be counted as "moves" for the purposes of this rule, at the Gamesmaster's discretion. Note that the Gamesmaster will not perform retreats, builds, and removals on his own initiative; all retreats, builds, and removals must be properly ordered.

We were going to call for a vote on the former rule #12 (the "Stand-by Player" Rule) before dropping it. However, after the donnybrook we have just been through, with Stand-by players submitting moves for Stand-by players who were submitting moves for Stand-by players who were submitting moves for regular players who missed their moves, we decided we couldn't wait another issue! Now maybe we can get back on schedule, and keep to it, and these games should begin moving once again. If any of you out there object strongly to our dropping rule #12, yell loud and long, giving your reasons, before the next issue of DIPSOMANIA. Now, all you players who keep missing moves, beware -- you'll be hurting only yourself, as there'll no longer be someone to step in and save the day (and stab your ally in the back) for you. Also, you may goof again and find yourself out of the game permanently!

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DAA ("The Game of Anonymity #1")

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

SPRING, 1903 moves ---

AUSTRIA-HUNGARY (moves made by Stand-by Player; be sure and get FALL moves in by deadline or you are out of game) -- A Bud (S) A Ser; A Ser (S) A Bud.

ENGLAND -- F Iri-Wal; F NtS-Hol; F Bel (S) F NtS-Hol (dislodged, and, with no place to which to retreat, destroyed); A Fin gives up the ghost (i.e., A Fin holds) (A Finland is dislodged and must retreat).

FRANCE -- A Pic-Bel; A Bur (S) A Pic-Bel; F EnC (S) A Pic-Bel; F Mis (S) F EnC; A Gas holds.

GERMANY -- A Sil-Ber (A Sil is dislodged and must retreat); A Hol (S) A Sil-Ber (Impossible); F Den-Ska; A Mun holds.

ITALY -- F Ion-Gre; F Nap-Ion; A Tri-Alb; A Ven-Tri; A Apu-Ven; A Vie glares.

RUSSIA -- F Rum-Bla (dislodged and, with no place to which to retreat, destroyed); F Swe-Fin; A Ber (S) French A Bur-Mun; A Gal-Sil; A Nor-Swe; A StP (S) F Swe-Fin; A War (S) A Gal-Sil; A Sev stands (no order received).

TURKEY (moves made by Stand-by Player; be sure and get FALL moves in by deadline or you are out of game) -- A Bul-Rum; A Arm Holds; F Bla (S) A Bul-Rum; F Aeg holds.

Propaganda --

England to France: Look! If we don't stop fighting Russia's going to run away with this game. Let's call it off and get Germany.

England to all of Europe: England calls on all the powers to cease hostilities and attack the Russian hordes pouring in and overrunning Europe from the East. Russia must be halted this year or they will win.

Helsinki -- Help!

England to France: "We are not amused."

To Russia with you know what from Germany: Tsar Herman -- oops, Vladimir II -- is getting off easy this time. Next time, he gets a much worse surprise.

Germany to England: See you up north. Thanks.

Paris -- England has nothing to fear from us; as soon as she is driven off the Continent we will be satisfied. ...Louis the Last

Paris -- The Second Commune hereby declares war on the decadent Austrians. We demand a share of the spoils. ...Jean Daine

St. Petersburg -- Tsar Vladimir III hopes that the French have accepted his offer. "We wish the peoples of Europe to know that it is not the Russians (at least under my rule) who break alliances and trusts. We have done what we promised last winter. Let us see what the French do." He also hopes that the Turks have remained true and done what was requested. "To abandon the Turkish alliance would be the utmost depravity. They have honored their agreements and the Russians theirs. Any breach of this is unthinkable in Russian war offices." Again he appealed to the peoples of Europe to see how Russia has done everything it said it would do. "We're the best allies a country could want", he ended.

Torino, Piedmont -- We have observed Italian spies seeking hidden goat-trails leading to France. Only one inference is obvious from this.

No source given -- To all nations foolish enough to think of joining up with the Big Blunder of Russia: A word of advice -- don't. When Tsar loses, he generally sacrifices his friends for his own good.

Deadline for SUMMER retreats (ENGLAND: A Finland; GERMANY: A Silesia) and propaganda -- Noon, Tuesday, November 8.

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DBB ("Economic Diplomacy")

The Players, Rules and Board -- See DIPSOMANIA #1; note that Cline is playing France.

SPRING, 1902 moves --

AUSTRIA-HUNGARY (Lebling) -- A Vie-Tya; A Ser-Tri; A Bud (S) A Ser-Tri; F Tri-Adr.

ENGLAND (Huff) -- F Lvp-Iri; F Lon-ECh; F NwS-NtS; A Nwy holds.

FRANCE (Cline) -- A Por-Spa; A Mar-Bur; A Par-Pic; A Mun-Ruh; F Bel-ECh.

GERMANY (Brannan) -- F Hol-Hel; A Den-Kie; A Ruh holds.

ITALY (Pournelle) -- F Tun-Ion; A Boh-Mun; A Tya (S) A Boh-Mun; A Ven holds; 12 "chips" to Germany in Foreign Trade.

RUSSIA (Kuch) -- A Sev (S) F Rum; F Rum holds; A War-Sil; A Pru (S) A War-Sil; F Bot-StP (S.C.); A Swe holds.

TURKEY (Clark) -- A Gre-Alb; F Bul (S.C.)-Gre; F Con-Aeg; A Ank-Con; A Smy stands (no order received).

Propaganda --

Constantinople -- The Sultan today advertised the position of press attaché and two applicants were closely and thoroughly interviewed: one Yoni Vavoom, late of Bucharest, and her younger sister Titi, late of the Isle of Saphos. The Sultan stated that he would take the final appointment under advisement and come to a final decision only after a thorough study and investigation into the matter(s).

Said Titi Vavoom in a later interview: "My sister Yoni thinks she has a lot to throw around -- well, I have even more!"

London -- The British P.M. said today that the pound would not be devalued in spite of the recent war and economic crises.

St. Petersburg -- We have found a weakness in the ranks of the rulers of Turkey: according to DIPLOMANIA #13, page 3, the Grand Vizier spends his time in the head, deliberating with the privvy council.

SUMMER, 1902 Investment Payoffs (there were no retreats) --

AUSTRIA-HUNGARY -- 3; ENGLAND -- 3; FRANCE -- 8; GERMANY -- 11; ITALY -- 6;  
RUSSIA -- 3; TURKEY -- 4.

Financial Situation at end of SUMMER, 1901 --

Country	On hand at start of SPRING	Move costs	Support costs	Battle costs	Foreign trade	On hand at end of SPRING	1/3 pay-off	On hand at end of SUMMER
A-H	14 crowns	-2	-1	-2	-	9 crowns	3	12 crowns
ENG	15 pounds	-2	-	-2	-	11 pounds	3	14 pounds
FRA	34 francs	-3	-	-6	-	25 francs	8	33 francs
GER	19 marks	-2	-	-	18	35 marks	11	46 marks
ITA	38 lire	-1	-2	-4	-12	19 lire	6	25 lire
RUS	15 roubles	-2	-2	-	-	11 roubles	3	14 roubles
TUR	17 piastres	-4	-	-	-	13 piastres	4	17 piastres

Positions at end of SUMMER, 1901 --

A-H -- A's Bud, Tri, Vie; F Adr.	ITA -- A's Boh, Tya, Ven; F Ion.
ENG -- A Nwy; F's Iri, Lon, NtS.	RUS -- A's Pru, Sev, Sil, Swe; F's Rum, StP (SC).
FRA -- A's Bur, Pic, Spa, Mun; F Bel.	TUR -- A's Alb, Con, Smy; F's Aeg, Gre.
GER -- A's Kie, Ruh; F Hel.	

GM Note -- It would appear, from a conversation we had with Dan Alderson at the Tricon, that the players in game DBB may be playing under two different rules with respect to the relationship between the number of units and the number of supply centers held by a power. We mentioned to Dan the fact that we were not very happy with Economic Diplomacy, and the Foreign Trade rule in particular -- that it was too easy to accumulate wealth, and all of the players would shortly be so rich, the way things were progressing, that all of the powers could wage war without fear of economic bankruptcy, and the game would "deteriorate" into just a Regular Diplomacy game. Dan replied by making some remark about this accumulated wealth being used to buy additional units. Upon further discussion, we discovered that there was supposed to be a rule in the game to the effect that the number of supply centers held by a power had no relationship whatsoever to the number of units that player could have on the board at any given time -- that the number of units on the board depended almost entirely upon the number a player could purchase and maintain, according to his economic position.

This rule makes plenty of sense, and would most certainly make the game of Economic Diplomacy into a truly different, most interesting and enjoyable game. However, this rule was not in the set of rules distributed by Dan Alderson from which we derived the set being used in game DBB -- nor was the absence of this rule from our announced game DBB rules pointed out by Dan Alderson or by Jerry Pournelle, the originator of the game -- and our announced rules (as well as those distributed by Dan) clearly stated (rule #1 in our rules) that the Regular Diplomacy rules applied except where noted in the remainder of the announced rules.

It would appear, from the actions in this game so far by the West Coast players, that they are playing the game under this unwritten rule (correct us if we are wrong, please); it also appears that the East Coast

67  
players are playing under the "units on board at end of year may not exceed number of supply centers" rule. So, there would appear to be a bit of a problem.

As far as game DBB rules are concerned, the game will be played under the rules as written -- i.e., the number of units on the board at the end of a year for any given player may not exceed the number of supply centers held by that player. We realize this will hurt the strategies of the West Coast players; if, indeed, they are playing under a different rule. So, we ask for a vote -- all players in game DBB please vote for one of the following: a. The number of units on the board at the end of a game-year may not exceed the number of supply centers on the board; b. There is no relation between the number of supply centers on the board and the number of units on the board at the end of a game-year.

If option (b) is to be followed, the vote must be unanimous, as the game is already in progress; if there is one vote cast for rule (a), then rule (a) will be followed for the rest of game DBB. We feel that it is probable there will be at least one vote for rule (a).

We do, of course, have other options -- we could stop game DBB where it is and start it over again, under the new rule; we could invite the dis-satisfied players to drop out and play in another game at no charge, under rule (b). What we will do is, if rule (a) is reaffirmed, we will immediately open up another Economic Diplomacy game played under rule (b). Game DBB will be played out to its conclusion, come what may, unless the players in the game agree unanimously to stop the game and begin again. So, we ask for a second vote (actually, a continuation of the first vote) -- all players in game DBB please vote for one of the following: (a) No matter how the first vote comes out, play game DBB to its conclusion; (b) No matter how the first vote comes out, stop the game immediately and start over again, under the new rule; (c) If the first vote is for (a), stop the game and start over again, under the new rule, but, if it is for (b), continue the game; (d) If the first vote is for (b), stop the game and start over again, but, if it is for (a), continue the game.

Finally, please indicate whether or not you will play in a new game of Economic Diplomacy, using the new rule, if and when such a game is formed (regular game-fee of \$1 to persons already in game DBB).

Deadline for FALL, 1902 moves and propaganda (and votes) -- Noon, Tues., Nov. 8.

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DCA ("Game of Anonymity #2")

The Players, Rules and Board -- See DIPSOMANIA issues 1 and 2. Also please note that a replacement player is urgently needed to play AUSTRIA-HUNGARY.

SPRING, 1902 moves --

AUSTRIA-HUNGARY (Moves made by Stand-by Player) -- A Vie-Tya; A Tri (S) A Vie-Tya; A Ser-Rum; A Bud (S) A Ser-Rum; F Gre-Bul(SC).

ENGLAND -- F Lon-Eng; F NtS (S) A Nwy; F NwS-Bar; A Nwy holds.

FRANCE -- A Par-Bur; A Mar holds; F Por-Spa(SC); A Mun-Ber; A Tya-Mun.

GERMANY (Moves made by Stand-by Player) -- F Kie-Den; A Ber-Mun; A Hol-Bel.

ITALY -- A Pie-Tya; A Tus-Pie; A Ven (S) A Pie-Tya; F Tun-Ion.

RUSSIA -- F StP(NC)-Bar; A Ukr-War; A Sil (S) A Ukr-War; F Swe-Bal; F Rum holds (F Rumania is dislodged, and must retreat).

TURKEY -- F Sev-Rum; A Bul (S) F Sev-Rum; F Smy-Aeg; A Arm-Sev; A Con (S) A Bul.

Propaganda --

Italy to France: Sorry about Tyrolia. I hope you were moving out anyway. Best luck on a continued campaign against the revolutionaries. The non-aggression pact still continues if you're not mad.

London -- Sir Humphrey Broadman has made it known that the Russian fleet in St. Petersburg is a direct menace to England and has been considered an act of war. "This is a crisis of great magnitude," he said. "Unless we have some definite word from the Russian government we are in a state of war. All northern forces have been alerted and a fleet sent to investigate this build-up. If that fleet is fired upon Russia will never know what hit her."

"We appeal for the French to remain true. We are now facing the turning point. We call upon all our allies to render what assistance they can. Turkey, are you listening?"

Paris -- London: Don't get too greedy. A few concessions are necessary to keep the awful Germans off of neutral soil, but don't overdo it.

Paris -- Rome: We demonstrate our willingness to be friends by not moving A Marseilles.

No source given -- The Sultan wishes an alliance with Austria, to rid the face of the Earth of the Russian blight.

Deadline for SUMMER, 1902 retreat (Russia: F Rumania) and propaganda -- Noon, Tuesday, November 8.

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DDD ("Twin-Earths Diplomacy")

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

WINTER, 1901 Builds --

AUSTRIA-HUNGARY (Gemignani) -- None.

ENGLAND (Lebling) -- Build F Lon I; Build F Lon II.

FRANCE (Latimer) -- Build F Mar I; Build F Mar II; Build A Par I; (B) A Par II.

GERMANY (Bounds) (Moves made by Stand-By Player) -- Build A Mun I; Build F Kiel I; Build A Mun II; Build F Kiel II.

ITALY (Hoheisel) -- Build A Venice II.

RUSSIA (Sanders) -- Build A Mos I; Build A War I; Build A StP (Build not allowed because order did not specify on which level build was to occur); B A War II.

TURKEY (Huff) -- Build F Ank II; Build A Ank I; Build F Smy I; Build A Con II.

Positions at end of WINTER, 1901 --

A-H -- A's Boh I, Bud I, Ser I, Boh II; F's Ven I, Ion II. (6)  
ENG -- A's Bel I, Bel II; F's EnC I, Lon I, NtS I, EnC II, Lon II, NtS II. (8)  
FRA -- A's Bur I, Par I, Por I, Bur II, Par II, Por II; F's Mar I, Spa(SC) I, Mar II, Spa(SC) II. (10)  
GER -- A's Hol I, Kie I, Mun I, Ruh I, Ber II, Hol II, Mun II; F's Den I, Kie II, Swe II. (10)  
ITA -- A's Rom I, Rom II, Ven II; F's WeM I, Tun I, Tun II, WeM II. (7)  
RUS -- A's Mos I, War I, Ukr I, Vie I, War II, Mos II, Vie II; F's Nwy I, Rum I, Sev II, Nwy II. (11)  
TUR -- A's Ank I, Sev I, Bul II, Con II; F's Bla I, Con I, Smy I, Ank II, Gre II, Rum II. (10)

Propaganda --

Austria-Hungary I & II -- Except for Rome's allegiance Turkey has too much time to worry. Let's all get rid of him and eliminate his worries.

Geneve I -- M. Henri Gerrault, inventor of the Transporter, was today made chairman of the Board of Transport, Ltd., relieving him of his administrative duties. Rumors that he was "promoted" to get him out of control of Transporter rentals were denied by M. Charles Vaucluse-Peyrane, the new Rentals Director. However, most people in the organization disagree, and it is noted that rentals to the warring powers, which ceased several months ago, have been resumed.

To Gemignani from Italy -- Get your moves in on time.

London A -- Lord Salisbury, authorizing the building of new fleets in the Londons, explained that the Empires regretted that it was necessary to widen British participation in the war which it had entered only to protect Belgian neutrality, but maintained that such a step was necessary "to the security of the Empire". The fleets are expected to be used to strengthen the naval blockade of the Reich.

No source given -- Everyone rejoice! We are playing the first Diplomacy game guaranteed to give you schizoprenia.

Errors in DIPSOMANIA #3 -- Under Turkey's moves for FALL, 1901, underline "F Con I-Bul I". Under "Supply Centers held after AUTUMN, 1901 retreat", opposite RUSSIA, number of units which may be built should be four instead of five, and number of supply centers held should be 12 instead of 13.

Deadline for SPRING, 1902 moves and propaganda -- Noon, Tuesday, November 8.

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DEE ("Game of Chaos")

The Players, Board and Rules -- See DIPSOMANIA #'s 1-3. The voting concerning whether or not to print all of the orders received from each player in addition to the moves which were actually used was very, very close -- even with the choices weighted with one point for last place, 2 points for third place, three points for second place, and four points for first place -- all four choices were virtually equal. To compound the problem, only three of the players bothered to vote. So, we will have to make the choice ourselves. We choose option (D): Print all of the moves submitted for game B but only the moves actually used for game A. This should provide a thorough test for both methods, and will be most useful in deciding what to do for future games of Chaos.

The sets of builds submitted for the WINTER, 1901 season (alternate world A) --

- AUSTRIA-HUNGARY (Hoheisel) -- A-H: (B) A Vie, (B) A Bud; ENG: (B) F Edi; (B) F Lon; FRA: (B) A Par.
- ENG (R. Brooks) --- A-H: (B) A Vie, A Bud; ENG: (B) F Lon, A Edi; FRA: (B) A Bre.
- FRA (Koning) -- No orders submitted.
- GER (Huff) -- A-H: (B) A Vie, A Bud; ENG: (B) A Lon, F Lvp; FRA: (B) A Bre.
- ITA (Jay Haldeman) -- A-H: (B) A Vie, A Bud; ENG: (B) F Lon, A Edi; FRA: (B) A Bre.
- RUS (Lebling) -- No orders submitted.
- TUR (von Metzke) --- A-H: (B) A Vie, A Bud; ENG: (B) A Lvp, A Edi; FRA: (B) F Bre.

WINTER, 1901 builds (alternate world A) --

- A-H (Hoheisel) (submitted by Haldeman) -- (B) A Vie; (B) A Bud.
- ENG (R. Brooks) (submitted by Von Metzke) -- (B) A Lvp; (B) A Edi.
- FRA (Koning) (submitted by Von Metzke) -- (B) F Bre.

Positions at end of WINTER, 1901 --

- A-H -- A's Bud, Ser, Tri, Vie; F Gre. (5)
- ENG -- A's Edi, Lvp, Nwy; F's Bel, NwS. (5)
- FRA -- A's Gas, Mar; F's Bre, Por. (4)
- GER -- A's Ber, Mun; F Kie. (3)
- ITA -- A's Apu, Ven; F Tyn. (3)
- RUS -- A's Mos, Sev; F's Bla, StP(SC). (4)
- TUR -- A's Ank, Smy; F Con. (3)

Propaganda ---

Austria-Hungary -- "I want to thank all you nice people out there, for it must be said that you've had the biggest hand in my success. I don't know what I'd do without you!" (sniff, sniff).

Constantinople -- We want our Maypo.

Italy -- There's no place like home.

The sets of builds submitted for the WINTER, 1901 builds (alternate world B) --

A-H (Hoheisel) -- A-H: (B) A Bud, A Vie; GER: (B) F Kiel.

ENG (R. Brooks) -- A-H: (B) A Vie, A Bud; GER: (B) A Kie.

FRA (Koning) -- No orders submitted.

GER (Huff) -- A-H: (B) A Vie, A Bud; GER: (B) A Kie.

ITA (Jay Haldeman) -- A-H: (B) A Vie, A Bud; GER: (B) A Kie.

RUS (Lebling) -- No orders submitted.

TUR (Von Metzke) -- A-H: (B) A Vie, A Bud; GER: (B) F Kie.

WINTER, 1901 builds (alternate world B) --

A-H (Hoheisel) (submitted by Huff) -- (B) A Bud; (B) A Vie.

GER (Huff) (submitted by Von Metzke) -- (B) F Kie.

Positions at end of WINTER, 1901 --

A-H -- A's Bud, Ser, Tri, Vie; F Gre. (5)

ENG -- A Cly; F's Edi, Wal. (3)

FRA -- A's Gas, Par; F Naf. (3)

GER -- A's Ber, Mun; F's Den, Kie. (4)

ITA -- A's Tus, Ven; F Rom. (3)

RUS -- A's Mos, War; F's StP(SC), Sev. (4)

TUR -- A's Smy, Syr; F Ank. (3)

Propaganda ---

Constantinople -- Damn it, it's HOT in Syria!

Italy -- Germany: He who gave you Denmark can also take it away.

GM Notes ---

The rule-change concerning the printing of the moves will be effective with the SPRING, 1902 season.

Huff's orders for ENGLAND for FALL, 1901, were: F Nts-EnC; F Nws-Cly; A Edi-Yor; these are the orders (not used) which we were missing last issue of DIPSOMANIA.

Deadline for SPRING, 1902 orders and propaganda -- Noon, Tuesday, November 8.

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DFE ("Nine-Man Diplomacy")

The Players, Rules and Board -- See DIPSOMANIA #1. Also, note that Bounds, playing ITALY, has been replaced by Lebling for missing two moves in row.

FALL, 1901 moves --

AUSTRIA-HUNGARY (Mebane) -- A Tri-Mon; A Ser (S) A Tri-Mon; A Vie-Tri (unit in Montenegro is dislodged and destroyed).

FRANCE (Huff) -- F Lyo-Mar; A Alg-Tun; A Bur (S) F Pic-Bel; F Pic-Bel (neutral unit in Belgium is dislodged and destroyed).

GERMANY (Latimer) -- A Ber-Mun; F Kie-Bal; A Gal-Pol; A Brs (S) A Gal-Pol (unit in Poland is dislodged and destroyed).

IBERIA (Hoheisel) -- F Por-Mid; A Mad holds; A Bar holds.

ITALY (moves made by Lebling, who replaces Bounds) -- F Ion-Tyn; A Ven-Tya; A Rom-Ven.



RUSSIA (Jay Haldeman) -- A StP (S) A Fin; F Rig-Bot; F Bla-Con.  
 SCANDINAVIA (Reinsel) -- F Nrd-Bot; F NwS-Chr; A Tro-Nrd (F Norwegian Sea is dislodged and must retreat).  
 TURKEY (Owings) -- A Arm-Syr; A Sin-Arm; F EMe holds.  
 UNITED KINGDOM (Muhlhauser) -- F NtS-Chr; A Sv1 holds; F NAT (S) F Edi-NwS; F Edi-NwS; F Trp-Egy.

Note: All moves for AUSTRIA-HUNGARY involving "A Tri" should be changed to read "A Trs". For GERMANY, change "Brs" to "Brl".

- Supply Centers which will be held after SCANDINAVIA's AUTUMN, 1901 retreat --
- A-H -- Bud, Trs, Vie, Mon, Ser (may build two units). (5)
  - FRA -- Alg, Brt, Mar, Par, Bel (may build one unit) (note that Cor is still in Partial Insurrection and Tun is still in Total Insurrection). (5)
  - GER -- Ber, Brm, Brl, Mun, Pol (may build one unit) (note that Kie is still in Partial Insurrection, even though unit therein was destroyed; GERMANY has not established occupation by being in Kie at the end of an AUT seas). (5)
  - IBE -- Bar, ~~Mad~~, Sar (must remove one unit) (note that Por is still in Partial Insurrection, even though unit therein was destroyed; IBERIA has not established occupation by being in Por at the end of an AUTUMN season). (2)
  - ITA -- Nap, Rom Ven (stands pat) (note that Sar is still in PI). (3)
  - RUS -- Ode, Mos, Rig, StP, Con (may build two units) (note that Svs is still in PI and Finland is still in TI; also note that Pol, which was in TI, has been lost to GERMANY). (5)
  - SCA -- Chr, Sto, Tro (stands pat) (note that Den is still in PI). (3)
  - TUR -- ~~Phi~~, Sin, Smy (must remove one unit) (note that Can is still in PI). (2)
  - UK -- Edi, Lon, Lvp, Egy, Svl (may build one unit) (note that Ire is still in PI; also note that Cyp is now neutral). (5)
- Neutral centers remaining -- Bul, Gre, Hol, Per, Rum, Swi. (6)

Propaganda --

Berlin -- We sneer upon the other nations of this game. We sneer upon the magazine. We even sneer upon the gamesmaster. Sneer, sneer, sneer!

From London to France -- Sorry but I ((the rest seems to be missing, but our memory indicates that he was apologizing to France for not helping her this Fall, but he had to defend Egypt, so maybe next year . . .)).

Moscow -- The cold is setting in on the Northern Front and Scandinavia is in danger of freezing.

Moscow -- Germany: Poland stands with open arms to greet the fair-haired visitors. They also carry knives, clubs, bear traps and coca cola bottles.

Paris -- France protests the attempts of Spain to try French mercenaries as war criminals. These men were in a uniformed armed service and are therefore war prisoners. Any attempt at trying them will be regarded as an affront to France. Border units have been alerted for possible incidents.

Scandinavia to United Kingdom -- Your telephone call said that if I built an Army in Trondjhem you would support me into Iceland. I guess I've been lied to over the phone by long distance! This was the first time this has happened to me! Oh, well!

Vienna -- Premier and Foreign Minister Count Dracula has been most concerned about the civil unrest in Montenegro. Acting upon information received from Colonel Sebastian Moran, the Premier has declared a certain foreigner named Sigerson, reputedly a Norwegian, to be persona non grata within the dual-monarchy. "He is a cold-blooded type", remarked the Count. The Premier has despatched troops to quell the unrest and has closed the opera house at Cetinje, which was a hotbed of revolutionary sentiment. Graf von Frankenstein, having concluded his work in the Austrian annexation of Servia, has been transferred to Montenegro to bring about its integration into the dual-monarchy.

Deadline for AUTUMN, 1901 retreat (Reinsel -- F Norwegian Sea) and WINTER, 1901 builds and removals -- Noon, Tuesday, November 8.

DGA ("Game of Anonymity #3")

The Players, Rules and Board -- See DIPSOMANIA #2.

GM Note -- Three players (AUSTRIA-HUNGARY, ENGLAND, and TURKEY) again missed the SPRING, 1901 moves. What's the matter out there -- is this game so anonymous that you don't even know you're playing in it?? This is the last call for the SPRING, 1901 moves from you three players. And this is also a request for anyone out there who would like to play in a Game of Anonymity (this will be the last such game for some time) to send in moves for all three of these countries -- you will then be in the game for whichever country's moves are missed.

Final Deadline for SPRING, 1901 moves and propaganda -- Noon, Tuesday, Nov. 8.

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DHG ("MicroDiplomacy")

The Players, Rules and Board -- See DIPSOMANIA #'s 2 and 3. Also note that Chalker (FRANCE) has been replaced by Frank Clark. GM for DHG is Terry Kuch.

SPRING, 1901 moves --

A-H (Sanders) (moves made by Stand-by Player, as Sanders sent in moves for RUSSIA instead of A-H) --- T Tri holds; TT Tri-Alb; C Vie-Bud; CC Vie (S) Tri; C Bud-Rum; CC Bud-Ser.  
ENG (Huff) -- A Lvp-Edi; F Edi-NwS; F Lon-NtS.  
FRA (moves made by Clark, in place of Chalker) -- T Bre-Mid; TT Bre-EnC; C Par-Bur; CC Par-Pic; C Mar-Spa; CC Mar-Pie.  
GER (Owings) -- T Kie-Den; T Kie-Hel; T Kie-Hol; C Ber-Pru; C Ber-Sil; C Ber-Kie; C Mun-Boh; C Mun-Tya; C Mun-Ruh.  
ITA (Latimer) -- A Ven-Tya; A Rom-Ven; T Nap-Tyn; TT Nap-Ion.  
RUS (Bounds) (moves made by Sanders, in error, which were accepted by GM Kuch as Bounds sent in no moves) -- T StP-Fin; TT StP-Bot; C Mos-StP; CC Mos-Ukr; C War-Lvn; CC War-Gal; T Sev-Rum; T Sev-Bal (Sic); T Sev-Arm.  
TUR (Hoheisel) -- A Sny-Arm; F Ank-Bla; A Con-Bul.

Positions at end of SUMMER, 1901 (there were no SUMMER retreats) --

A-H -- CC Vie, CC Bud, CC Ser; TT Alb, T Tri. (9)  
ENG -- CCC Edi; TTT NtS, TTT NwS. (9)  
FRA -- CC Pic, CC Pie, C Bur, C Spa; TT EnC, T Mid. (9)  
GER -- C Boh, C Kie, C Mun, C Pru, C Ruh, C Sil; T Den, T Hol, T Hel. (9)  
ITA -- CCC Tya, CCC Ven; TT Ion, T Tyn. (9)  
RUS -- CC Gal, CC Ukr, C Lvn, C StP; TTT Sev, TT Bot, T Fin. (12)  
TUR -- CCC Arm, CCC Bul; TTT Bla. (9)

Propaganda --

Constantinople -- Budapest: Your services are once again desired in the inevitable struggle between my country and Russia.

Constantinople -- Moscow: I Have nothing to say to your nation. I here and now cut diplomatic relations.

GM Note -- The fact that Sander's moves were accepted for Russia complicates things a bit. Sanders, we suggest that you submit FALL, 1901 moves for both A-H and Russia. We also suggest that anyone out there who wants in this game submit moves for A-H. If no FALL moves come in from Bounds, Sanders will then be playing Russia and ? A-H; if Bounds does get Fall moves in, Sanders will remain at the A-H helm.

Deadline for FALL, 1901 moves and propaganda (to Kuch) -- Noon, Sat., Nov. 5.