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DIPLOMANIA Supplement - - - - - Issue Number Five  
Editor and Publisher: Don Miller - - - - - 15 November 1966  
Postal Diplomacy Games DAA, BB, CA, DD, EE, FF, GA, HG, and DIH - - THIS is war??

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ALL GAMES

The Players -- The following corrigenda and addenda apply to the roster published in DIPSOMANIA #4:

Bounds, Ron -- Delete HG.

Muhlhauser, Fritz -- Add HG.

Sanders, James (CoA) -- Rm. 3K4, 601 W. 110th St., N.Y., N.Y., 10025 (212-MO6-9200, Rm. 3K4).

There were also some changes in the rosters of some of the Games of Anonymity.

Richard Shagrin, please note: Pournelle (game DBB) has asked to be replaced. As you have been asking to get in a game of Economic Diplomacy, you are being offered his place (Italy) first. If you would like in the game, please send in propaganda announcing your takeover, and any builds or removals, retreats, etc., which may be due for the next season. Jerry Pournelle, please send in your next moves, too, in case Richard doesn't want in the game any longer, and continue to send them in until a replacement can be located. His moves, if received, will be the ones used. (Richard A. Shagrin, Rm. 356, Haggett Hall, Univ. of Wash., Seattle, Wash., 98105.)

A new game of Economic Diplomacy (DIH), played as game DBB with the exception that there is no relation between the number of supply centers held and the number of units which may be on the board at a given time (number of units depending upon how many player can afford to build and maintain), is forming. To date, five have signed up: Brannan, Shagrin, Huff, Pournelle, and Lebling. Two more positions are open, so sign up now if you are interested -- these positions should be filled quite rapidly. All interested players (including the five listed above) see under "DIH" in this issue.

A new game of Chaos is forming. So far, there are nine players signed up for the seven positions: Cline, Naus, Latimer, Miller, Lebling, Jay Haldeman, R. Brooks, Huff, and Owings. Anybody else interested? As there are only seven positions, either Miller or Haldeman will be Gamesmaster (unless Dan Alderson wants the game for DIPLODOCUS); but don't let this deter you from adding your name to the list if interested -- it is likely one or more of the above players (who are asked to verify their desire to play in this game by the next issue if they still want in) will drop out before the game starts.

A new nine-man game is forming, too, with a few minor revisions in the board and rules. Signed up so far are -- hmmm -- I can't seem to find the list -- so send in your name ASAP if you are interested (Miller is on the list, so there may be another CM).

Replacement players are needed for all games.

The Gamesmasters -- For all games (so far) but DHG, Don Miller -- 12315 Judson Rd., Wheaton, Md., 20906; ph. no., 301-933-5417 (call after 7:30 p.m., but before 11:00 p.m., on weekdays). Terry Kuch is Guest-Gamesmaster for game DHG -- but send your orders to Don Miller until further notice -- Terry is out of town.

The "House-Rules" -- As published in DIPSOMANIA #1, and amended in DIPSOMANIA #'s 3 and 4, with following additional changes:

9. The only conditional orders which will not be accepted are those which are conditional upon the moves made by another player during the same season.

16. Two consecutive or three non-consecutive missed moves without adequate explanation result in automatic removal from the game.

See DIPLOMANIA #14 (out soon) for debate on rule #16.

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DAA ("Game of Anonymity #1")

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

SUMMER, 1903 Retreats --

ENGLAND -- A Fin (R) Nor.

GERMANY -- A Sil (R) Mun (impossible; Munich is already occupied; retreating A Sil is therefore destroyed and removed from the board).

Positions at end of SUMMER, 1903 --

<u>AUSTRIA-HUNGARY</u> -- A's Bud, Ser.	(2)
<u>ENGLAND</u> -- A Nwy; F's NtS, Wal.	(3)
<u>FRANCE</u> -- A's Bel, Bur, Gas; F's EnC, Mid.	(5)
<u>GERMANY</u> -- A's Hol, Mun; F Ska.	(3)
<u>ITALY</u> -- A's Alb, Tri, Ven, Vie; F's Gre, Ion.	(6)
<u>RUSSIA</u> -- A's Ber, StP, Sev, Sil, Swe, War; F Fin.	(7)
<u>TURKEY</u> -- A's Arm, Rum; F's Aeg, Bla.	(4)

Propaganda --

Constantinople -- The Sultan, long suffering from an inflammation of the brain, has recovered sufficiently to return to directing affairs of state. Unfortunately, only the Grand Vizir has, as yet, spoken to him. But rest assured, the confusion that has plagued other countries will soon be at rest.

Germany -- Like the surprise, Russia?

Germany -- France keeps laughing and laughing every time Russia brings up the matter of alliance.

Paris -- Now that the English are no longer a threat to the Continent, we wish them well. We hope to reduce our forces in the North in the near future.

...King Louis the Last

Paris -- The last person who accused me of being John Boardman was found floating in the Seine!

...Jean Daine

St. Petersburg -- To put it mildly, Tsar Vladimir III is not pleased. "I guess the French were justified in not accepting our offer; but it doesn't bode well with one to have his generosity spurned." The Tsar was mildly perturbed over that. Anyway, he promised that the move would be supported again. However, we come to the English Question and the Tsar has been on the verge of personally leading the palace guard straight into the heart of doomed London to skewer the "whining, whimpering, insulting, derogatory, cowardly, despicable, beastly, etc., etc., King of England".

He is quite convinced that the downright cowardly press release datelined "No source given" was authored by this Fink King. The Doom that shall fall upon England . . . In less emotional periods the beloved Tsar pointed out that, while England is yelling and screaming about Russian conquests, the silent nation of Italy grows larger and larger. The nations of Europe are requested not to listen to English fear-mongering, but to reflect upon the facts of the war.

St. Petersburg (Sometime later) -- As if the Tsar's problems aren't enough, he now has to worry about what looks like a change of government in our once-allied neighbor, Turkey. "The new government's actions are in line with those admirable

policies usually taken by Stand-by Players. Apparently our Gamesmaster picks upon the dregs of Diplomacy. Anyway, if the former Turkish government decides to come back into favor, fear not what our actions might seem to be. Even if that does not happen, we offer the hand of friendship to whatever Turkish government there might be, though that hand may be frequently bitten."

St. Petersburg -- Should anyone like to know, the Tsar's first name is Rurik. Suggestive, perhaps?

Deadline for FALL, 1903 moves and propaganda -- Noon, Wednesday, November 30.

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DBB ("Economic Diplomacy I")

The Players, Rules, and Board -- See DIPSOMANIA's #'s 1 and 4. Players who have diplomacy to be conducted with Italy should contact both Pournelle and Shagrin. Voting for the options discussed in DIPSOMANIA #4 were: (a), 4; (b), 2. Therefore, for the first question, (a) has it, and the game will continue under the rule "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". For the second question, the vote was: (a), 4; (b), 2; therefore, (a) has it: "no matter how the first vote comes out, play game DBB to its conclusion". So, we continue as before, but Pournelle will be replaced as soon as a replacement player gets his moves in -- and a second game, under the new rules, has been opened up.

In order to keep this game from becoming a straight Diplomacy game with no economic implications whatsoever, we are going to exercise the option afforded us under rule 15. All players are given the required one game-year's notice that, effective SPRING, 1904, the "Foreign Trade" bonus is discontinued. This means that players may still exchange funds among themselves (as long as they notify the Gamesmaster), but that they will no longer receive the 1/2 bonus. Other economic measures are under consideration, which will be announced later if the elimination of the Foreign Trade bonus does not slow down the economic growth sufficiently. The Gamesmaster will also entertain suggestions from the Players on how to keep economic growth down to such a point that the nations will not be able to afford to wage unlimited war without fear of the economic consequences, as they can now with all the methods of accumulating wealth which currently exist. Arguments against the dropping of the "Foreign Trade" rule will also be considered. We can change our mind, you know.

FALL, 1902 moves (cost of each action is indicated by figure in parens) --

AUSTRIA-HUNGARY (Lebling) -- A Tri-Ven (dislodged, must retreat) (4); F Adr (S) A Tri-Ven (4); A Vie-Tyo (1); A Bud-Tri (2).

ENGLAND (Huff) -- F NtS (C) A Nwy-Den; A Nwy-Den; F Tri (S) F Lon-EnC; F Lon-EnC; 4 pounds Foreign Trade to Italy; move costs are, resp., (2), (2), (1), (1); as the Convoy was directly into battle, we have assessed this at two.

FRANCE (Cline) -- A Mun-Ruh (2); A Bur (S) A Mun-Ruh (2); A Pic-Bel (1); F Bel-Hol (2); the attempted move to Bel was assessed at one because the move was stood off by a French unit, and was not itself involved in a battle.

GERMANY (Brannan) -- A Ruh-Hol (dislodged, destroyed) (4); A Kie (S) French A Mun-Ber (1); F Hol-Den (4); 12 Marks to Italy in Foreign Trade.

ITALY (Pournelle) -- A Tyo-Tri (2); A Boh-Vie (1); A Ven (S) A Tyo-Tri (2); F Ion-Adr (dislodged, must retreat (4); 12 lire to Germany in Foreign Trade.

RUSSIA (Kuch) -- A Swe (S) English A Nwy-Den (2); F StP (SC)-Bot (1); A Pru-Ber (1); A Sil (S) A Pru-Ber (1); A Sev-Ukr (1); F Rum holds (0).

TURKEY (Clark) -- A Alb-Ser (1); F Gre (S) F Aeg-Ion (2); F Aeg-Ion (2); A Con-Bul (1); A Smy-Con (1); 4 piastres Foreign Trade to England.

Propaganda --

St. Petersburg -- We hope for continued friendly relations with England & Turkey.

Financial Situation at end of FALL, 1902 --

Country	On hand at start of FALL	Move costs	Convoy costs	Support costs	Misc. Battle Costs	Foreign Trade	On hand at end of FALL
A-H	12 crowns	-1	-	-2	-8	-	1 crown
ENG	14 pounds	-1	-2	-1	-2	/2	10 pounds
FRA	33 francs	-1	-	-2	-4	-	26 francs
GER	46 marks	-	-	-1	-8	/6	43 marks
ITA	25 lire	-1	-	-2	-6	/6	22 lire
RUS	14 roubles	-3	-	-3	-	-	8 roubles
TUR	17 piastres	-3	-	-2	-2	/2	12 piastres

Payoffs, maintenance costs, and retreat costs will be computed after AUTUMN retreats have been made. If units which are in retreat receive valid retreating orders and carry them out, reaching a safe place, penalty is one "chip"; if no retreat orders are received, or if "fight to the death" orders are received, retreating unit will be removed from the board, at a cost of two "chips" (not to mention the unit itself). No Foreign Trade will be allowed during AUTUMN season.

Deadline for AUTUMN retreats (A-H, A Tri; ITA, F Ion) and propaganda -- Noon, Wed., November 30.

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DCA ("Game of Anonymity #2")

The Players, Rules and Board -- See DIPSOMANIA issues 1 and 2. Note that a new player is now commanding the destinies of AUSTRIA-HUNGARY.

SUMMER, 1902 Retreat --

RUSSIA -- Retreating Fleet Rumania is destroyed (no retreat order received).

Propaganda --

Italy -- Italy is willing to hear word from both Austria-Hungary and Turkey.

Italy -- To France: Your warning to England may well apply to our two nations.

London -- To Paris: Sir Humphrey Broadman notes your remarks and says that he will not press the matter. However, he does say that the time is approaching for some sort of a definite settlement and he would much appreciate it if you would speak more specifically. England's hardly greedy. We just don't want to get into a conflict. We had considered our proposal equitable. We will welcome your comments and suggestions on this matter. Pray reply.

Wien, September 1 (Reuters) -- The Emperor Franz Joseph of Austria-Hungary wishes to halt the speculations of my enemies. I am not dead, not sick, not bored and definitely not giving up. As far as propaganda to the effect that my crown has been taken from me, it's absurd. I will continue to command my forces as long as I am able.

Wien -- Turkey, if you want my help, go north and back up that fleet. Back up and I'll support you on Sevastopol.

Wien -- Why fight to a draw, Italy? Only your enemies can profit.

Geneva, Switzerland -- The Emperor Franz Joseph was seen here today lugging two heavy bags into a hotel. When asked if the bags contained gold from the Reichsbank, the Emperor replied: "Nein, mein frau und mutter-in-law got der fillings sehr legal-like."

No source given -- Germany is not dead yet!

Positions at end of SUMMER, 1902 --

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

ENG -- A Nwy; F's EnC, NtS, Nwg. (4)

FRA -- A's Bur, Mar, Mun, Tyo; F Spa (SC). (5)

- GER -- A's Bel, Ber; F Den. (3)
- ITA -- A's Pie, Tus, Ven; F Ion. (4)
- RUS -- A's Sil, War; F's Bal, StP (NC). (4)
- TUR -- A's Arm, Bul, Con; F's Aeg, Sev. (5)

Deadline for FALL, 1902 moves and propaganda -- Noon, Wednesday, November 30.

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DDD ("Twin-Earths Diplomacy")

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

SPRING, 1902 moves --

- AUSTRIA-HUNGARY (Gemignani) -- A Boh I-Sil I; A Bud I-Vie I; A Ven I-Adr I; A Ser II-Alb II (no unit in Ser II); A Boh II-Mun II; F Ion II-Tun II; A Ser I stands (no orders received).
- ENGLAND (Lebling) -- F Lon I-NtS I; F NtS I-Hol I; F EnC I (S) F Bel I (A in Bel, not F); A Bel I (S) F NtS I-Hol I; F Lon II-NtS II; F NtS II-Hol II; F EnC II-Bel II; A Bel II-Ruh II.
- FRANCE (Latimer) -- A Bur I-Mar I; A Par I-Bur II (impossible move); F Mar I-Lyo I; F Spa (SC) I-Mid I; A Por I-Spa I; A Bur II (S) English A Bel II-Ruh II; A Par II-Bur II; A Por II-Spa II; F Spa (SC) II-Mid II; F Mar II-Lyo II.
- GERMANY (Bounds) -- A Hol I (S) A Ruh I-Bel I; A Kie I-Den I; A Mun I (S) A Mun II; A Ruh I-Bel I; F Den I-Swe I; A Ber II-Kie II; A Hol II (S) A Hol I; A Mun II (S) A Mun I; F Kie II-Den II; F Swe II (S) F Kie II-Den II.
- ITALY (Hoheisel) -- A Ven II-Ven I; A Rom I (S) A Ven II-Ven I; A Rom II-Map II; F WMe I-Mid I; F WMe II-Mid II; F Tun I-Tyn I; F Tun II-NAf II.
- RUSSIA (Sanders) -- A Vie I-Bud I; A War I-Gal I; F Rum I-Sev I; A Ukr I (S) F Rum I-Sev I; F Nor I-Swe I; F Nor II-Swe II; A Mos II-Sev II; A War II-Gal II; A Ukr II (S) Mos II-Sev II (no unit in Ukr II); A Vie II (S) A War II-Gal II; A Mos I (S) F Rum I-Sev I; F Sev II stands (no orders received); Jim Sanders and the rest of the game DDD players, please note -- read DIPSOMANIA "House-Rule" #8 carefully; to be accepted from this point on, all orders must specify the type of unit moving (A or F) as well as the level (I or II) on which the move starts and the level (I or II) on which the move ends; incomplete orders will be rejected. Jim, you have been especially remiss on writing complete orders; please take more care in the future.
- TURKEY (Huff) -- F Smy I-Aeg I; F Con I-Bul (SC) I; A Bul II-Ser II; F Rum II (S) F Ank II-Bla II; F Ank II-Bla II; A Ank I-Ank II; A Con II-Bul II; F Gre II-Alb II; A Sev I holds (dislodged, must retreat); F Bla I (S) A Sev I.

Positions at end of SUMMER, 1902 (retreating unit will either be in position indicated by parentheses or off the board entirely) --

- A-H -- A's Bud I, Ser I, Sil I, Boh II; F's Adr I, Tun II. (6)
- ENG -- A's Bel I, Ruh II; F's EnC I, Lon I, NtS I, Bel II, Lon II, NtS II. (8)
- FRA -- A's Mar I, Par I, Por I, Bur II, Par II, Por II; F's Lyo I, Spa (SC) I, Lyo II, Spa (SC) II. (10)
- GER -- A's Hol I, Kie I, Mun I, Ruh I, Hol II, Kie II, Mun II; F's Den I, Den II, Swe II. (10)
- ITA -- A's Rom I, Ven I, Nap II; F's Tyn I, WMe I, Naf II, W Me II. (7)
- RUS -- A's Gal I, Mos I, Ukr I, Vie I, Gal II, Mos II, Vie II; F's Nwy I, Sev I, Nwy II, Sev II. (11)
- TUR -- A's Ank II, Bul II, Ser II, (Arm I); F's Aeg I, Bul (SC) I, Bla I, Alb II, Bla II, Rum II. (10?)

Propaganda --  
Austria-Hungary -- Italy: Write!

Ankara 1 $\frac{1}{2}$  -- The Sultan said that Allah's blessing had been bestowed on the Transporter and troops would now use it. Further, he said: "Austria's inept handling of Transporters shows that they must be destroyed before their tampering ruins the warp or destroys us all.

Osgiliath -- M. Henri Gerrault, Inventor of the Transporter, arrived here yesterday in a stolen Mark IX Transporter. He has been looking for aid in finding a way to undo the damage he has caused with his invention, and is expected to move further into the Net tomorrow. He was quoted as saying: "There were several likely prospects here in "Middle-Earth" -- a rather large demon-like being which inhabits a mine in the north, and some truly despicable pterodactyl-ish birds. There was also a Ring which appears to give its wearer unquestioned power. I thought about that last-named item for a while, but apparently it is in use at the moment."

Rome -- A-H: I suggest you concentrate your fight on Russia, not Italy.

Rome -- Turkey: When and if you carve up A-H, I would think twice about assaulting the Italian homeland.

Rome -- Russia: I'm coming!

Rome -- England: Have no fear.

Rome -- France: Our Alliance still holds fast; however, I do worry about all those fleets in the south.

Deadline for SUMMER, 1902 retreat (TUR: A Sev I) and FALL, 1902 moves and propaganda -- Noon, Wednesday, November 30.

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DEE ("Game of Chaos")

The Players, Board and Rules -- See DIPSOMANIA #'s 1-4.

SPRING, 1902 moves (Alternate World A) --

A-H (Hoheisel) (by Hoheisel) -- A Ser-Bul; A Bud-Rum; A Vie-Gal; F Gre (S)

A Ser-Bul; A Tri holds.

ENG (R. Brooks) (by Von Metzke) -- F Belg holds; F Nwg-Cly; A Lvp holds; A Edi holds; A Nwy holds.

FRA (Koning) (by Lebling) -- A Mar-Spa; A Gas-Bur; F Bre-EnC; F Por-Mid.

GER (Huff) (by Lebling) -- F Kie-Hel; A Ber-Kie; A Mun holds.

ITA (Jay Haldeman) (by Lebling) -- A Apu-Nap; A Ven-Apu; F Tyn-WMe.

RUS (Lebling) (by Hoheisel) -- A Mos-StP; A Sev-Arm; F StP (SC)-Fin; F Bla-Ank.

TUR (Von Metzke) (by Koning) -- F Con-Aeg; A Smy-Con; A Ank (S) A Smy-Con.

Positions at end of SUMMER, 1902 (there were no SUMMER retreats) (Alt. World A) --

A-H -- A's Bul, Gal, Rum, Tri; F Gre. (5)

ENG -- A's Edi, Lvp, Nwy; F's Bel, Cly. (5)

FRA -- A's Bur, Spa; F's EnC, Mid. (4)

GER -- A's Kie, Mun; F Hel. (3)

ITA -- A's Apu, Nap; F WMe. (3)

RUS -- A's Arm, StP; F's Bla, Fin. (4)

TUR -- A's Ank, Con; F Aeg. (3)

Propaganda --

Constantinople -- Achtung, Austria, France, Germany, and Russia -- tell me the moves you want and I'll write 'em. KILL KING EDWARD. KILL THE POPE.

Paris -- Have you ever considered, my friends; that if your chances of having your own move selected are 1 in 7 now, they'll be 1 in 6 when somebody is eliminated?

The sets of moves submitted for the SPRING, 1902 moves (Alternate World B) --

A-H (Hoheisel) -- A-H: A Ser-Bul, A Bud-Rum, A Vie-Gal, A Tri holds, F Gre-Aeg;

ENG: F Edi-Nwg, A Cly-Edi, F Wal-EnC; FRA: A Par-Pic, A Gas holds; F NtA holds;

GER: A Mun-Bur, A Ber-Kie, F Kie-Hel, F Den-Bal; ITA: F Rom-Tyn, A Ven holds,

A Tus-Pie; RUS: F Sev-Arm, F StP (SC)-Fin, A Mos-StP, A War-Lvn; TUR: A Syr holds, A Smy holds, F Ank holds.

ENGLAND (R. Brooks) -- A-H: A Vie-Gal, A Tri-Vie, A Ser-Alb, A Bud-Ser, F Gre-Aeg; ENG: F Wal-EnC, F Edi-Nwg, A Cly-Edi; FRA: A Gas holds, A Par holds, F Naf holds; GER: F Den-Swe, F Kie-Hol, A Mun-Bur, A Ber-Kie; ITA: A Tus-Pie, F Rom-Tyn, A Ven-Tri; RUS: F Sev-Bla, A Mos-Sev, A War-Mos, F StP (SC) holds; TUR: F Ank-Arm, A Smy-Ank, A Syr holds.

FRANCE (Koning) -- A-H: A Vie-Boh, A Bud-Gal, A Tri-Tyr, A Ser-Bud, F Gre-Alb; ENG: F Wal-Lvp, F Edi holds, A Cly holds; FRA: F Naf-Tun, A Gas-Spa, A Par-Gas; GER: F Den-NtS, F Kie-Hel, A Ber-Kie, A Mun-Ruh; ITA: A Ven-Tri, A Tus-Ven, F Rom-Nap; RUS: F StP (SC)-Bot, A Mos-StP, F Sev-Rum, A War-Gal; TUR: F Ank-Bla, A Smy-Con, A Syr-Smy.

GERMANY (Huff) -- A-H: F Gre-Bul (SC), A Ser (S) F Gre-Bul (SC), A Bud-Run, A Vie-Gal, A Tri-Vie; ENG: F Edi-Nwg, A Cly holds, F Wal-EnC; FRA: A Gas holds, A Par holds, F Naf holds; GER: A Ber-Pru, A Mun-Sil, F Den-Swe, F Kie-Hol; ITA: F Rom-Tyn, A Ven-Tri, A Tus holds; RUS: A Mos-Sev, A War-Mos, F StP (SC)-Fin, F Sev-Arm; TUR: F Ank-Bla, A Syr holds, A Smy-Ank.

ITALY (Jay Haldeman) -- A-H: A Vie-Gal, A Tri-Vie, A Ser-Alb, A Bud-Ser, F Gre-Aeg; FRA: A Gas holds, A Par holds, F Naf holds; GER: F Den-Swe, F Kie-Hol, A Mun-Sil, A Ber-Pru; ITA: A Tus-Pie, F Rom-Tyn, A Ven-Tri; RUS: F Sev-Bla, A Mos-Sev, A War-Mos, F StP (SC) holds; TUR: F Ank-Arm, A Smy-Ank, A Syr holds; ENG: A in Cly and F's in Edi and Wal stand (no orders received).

RUS (Lebling) -- A-H: F Gre-Aeg, A Bud-Vie, A Vie-Tyo, A Tri-Ven, A Ser-Gre; ENG: A Cly-Lvp, F Edi-Cly, F Wal-Iri; FRA: F Naf-Tun, A Gas-Bur, A Par-Pic; GER: F Den-NtS, F Kie-Hel, A Ber-Kie, A Mun (S) Fr. A Gas-Bur; ITA: A Ven-Apu, F Rom holds, A Tus holds; RUS: F Sev-Rum, F StP-Bot, A Mos-Sev, A War-Sil; TUR: A Syr-Iraq, A Smy-Crete, F Ank holds.

TUR (Von Metzke) -- A-H: A Vie-Tyo, A Tri (S) A Vie-Tyo, A Bud-Vie, A Ser-Alb, F Gre-Ion; ENG: F Edi holds, F Wal-Lvp, A Cly (S) F Edi; FRA: F Naf-Mid, A Par-Pic, A Gas-Bur; GER: F Den-NtS, F Kie-Hel, A Ber holds, A Mun-Kie; ITA: F Rom holds, A Ven-Apu, A Tus-Rom; RUS: F StP-Bot, A Mos-StP, A War-Ukr, F Sev-Rum; TUR: F Ank-Con, A Syr holds, A Smy holds.

SPRING, 1902 moves (Alternate World B) --

A-H (Hoheisel) (by Von Metzke) -- A Vie-Tyo; A Tri (S) A Vie-Tyo; A Bud-Vie; A Ser-Alb; F Gre-Ion.

ENG (R. Brooks) (by Huff) -- F Edi-Nwg; A Cly holds; F Wal-EnC.

FRA (Koning) (by Koning) -- F Naf-Tun, A Gas-Spa, A Par-Gas.

GER (Huff) (by Hoheisel) -- A Mun-Bur; A Ber-Kie; F Kie-Hel; F Den-Bal.

ITA (Jay Haldeman) (by R. Brooks) -- A Tus-Pie; F Rom-Tyn; A Ven-Tri.

RUS (Lebling) (by Hoheisel) -- F Sev-Arm; F StP (SC)-Fin; A Mos-StP; A War-Lvn.

TUR (Von Metzke) (by Jay Haldeman) -- F Ank-Arm; A Smy-Ank, A Syr holds.

Positions at end of SUMMER, 1902 (there were no SUMMER retreats) (Alt. World B) --

- A-H -- A's Tri, Tyo, Vie; F's Alb, Ion. (5)
- ENG -- A Cly; F's EnC, Nwg. (3)
- FRA -- A's Gas, Spa; F Tun. (3)
- GER -- A's Bur, Kie; F's Bal, Hel. (4)
- ITA -- A's Pie, Ven; F Tyn. (3)
- RUS -- A's Lvn, StP; F's Fin, Sev. (4)
- TUR -- A's Smy, Syr; F Ank. (3)

Propaganda --

Constantinople -- Hello Friendly Friends! Austria, Germany, Russia, France -- Let's talk. See my advertisement in this paper under "Game A".

No Source Given -- Hey! A full set of weirdoes: N. Africa, Clyde and Syria.

Deadline for FALL, 1902 moves (both games) and propaganda -- Noon, Wed., Nov. 30.



8

DFD ("Nine-Man Diplomacy")

The Players, Rules and Board -- See DIPSOMANIA #'s 1 and 4.

WINTER, 1901 builds and removals --

AUSTRIA-HUNGARY (Mebane) -- Build A Vienna; Build A Budapest.  
FRANCE (Huff) -- Build A Paris.  
GERMANY (Latimer) -- Build F Bremen.  
IBERIA (Hoheisel) -- Remove A Madrid.  
ITALY (Lebling) -- Stands pat.  
RUSSIA (Jay Haldeman) -- Build A Moscow; Build F Odessa (coast not specified).  
SCANDINAVIA (Reinsel) -- Stands pat.  
TURKEY (Owings) -- Remove F Eastern Mediterranean.  
UNITED KINGDOM (Muhlhauser) -- Build F Edinburgh.

Cops! AUTUMN, 1901 retreat --

SCANDINAVIA (Reinsel) -- F Norwegian Sea Retreats to Clyde.

Positions at end of WINTER, 1901 --

AUSTRIA-HUNGARY -- A's Bud, Mon, Ser, Tri, Vie. (5)  
FRANCE -- A's Alg, Bur, Par; F's Bel, Mar. (5)  
GERMANY -- A's Brs, Pol, Mun; F's Bal, Brm. (5)  
IBERIA -- A Bar; F Mid. (2)  
ITALY -- A's Tyo, Ven; F Tyn. (3)  
RUSSIA -- A's Mos, StP; F's Con, Rig. (4)  
SCANDINAVIA -- A Tro; F's Cly, Nwy. (3)  
TURKEY -- A's Arm, Syr. (2)  
UNITED KINGDOM -- A Svl; F's Egy, Edi, NAT, NtS, Nwg. (6)  
Units in Partial Insurrection -- Can (TUR), Cor (FRA), Den (SCA), Ire (UK),  
Sar (ITA), Srs (RUS). (6)  
Units in Total Insurrection -- Fin (RUS), Tun (FRA). (2)  
Neutral Units -- Cyp, Bul, Gre, Hol, Per, Rum, Swi. (7)

Propaganda --

UK -- Slander is no way to force me to the conference table. Before any negotiations can take place, these conditions must be met: (1) All Norwegian sampans involved in illicit smuggling of smorgasbord into Scotland must cease this action; (2) Cessation of all Scandinavian assistance to I.R.A.; (3) King Olaf Sardines must be renamed King George V Sardines; (4) All territorial claims to the shepherdeses of Iceland must be retracted.

Deadline for SPRING, 1902 moves and propaganda -- Noon, Wednesday, November 30.

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DGA ("Game of Anonymity #3")

The Players, Rules and Board -- See DIPSOMANIA #2. New player in game for A-H.

SPRING, 1901 moves --

A-H (new player) -- F Tri-Alb; A Bud-Ser; A Vie-Tri.  
ENG -- F Lon-NtS; F Edi-Nwg; A Lvp-Yor.  
FRA -- F Bre-Mid; A Mar-Spa; A Per-Bur.  
GER -- A Ber-Kie; F Kie-Hol; A Mun-Ruh.  
ITA -- A Ven-Tri; A Rom-Apu; F Nap-Ion.  
RUS -- F Sev-Bla; A Mos-Ukr; A War-Gal; F StP (SC)-Bot.  
TUR -- F Ank-Bla; A Smy-Con; A Con-Bul; note that these moves were made by Stand-by Player; if Turkish player also misses FALL moves, he will be replaced.



Propaganda --

Antwerp -- There have been sneak amphibious attacks on this city in the past two weeks, and no one seems to know who is responsible. Kaiser Fredrick, addressing the Reichstag, vowed to ally with any and all who will aid in seeking out the aggressors.

Berlin -- Kaiser Fredrick, addressing the Reichstag, pledged his friendship to the Emperor of Austria-Hungary and the Tsar of Russia. He wished them success in their war against the Infidel.

Ankara -- Ref: SINASL.

France -- England: Let's divide up Germany.

France -- Italy: Live and let live.

France -- Everybody: Yes, Don Miller does play in some of his games. Want to concede now -- or later?

Vatican City (IHS November 26, 1900) -- On this Holy Day the Pope requests that the people of France join with him in prayer for the salvation and reChristianization of the world. Rome plans to send her envoys to the East and South, and requests that France send hers to the North and East. In fact, so that confusion should not proliferate, Rome suggests that a line be drawn up around the North of Tyrolia, the East of Venice, Tuscany, and the Tyrrhenian Sea, and Tunis, and that France work to the East and North of that, and Italy will work to the South and West of it. Piedmont is already an extremely Christian country, so it is not necessary for either of our two missionaries to go into there, and would be looked upon as a breach of Faith should this occur.

--Fr. Paolo Persich, S.J.; Director, Council for the Propagation of the Faith.

No Source Given -- Is this enough proof? For the both of you?

Note -- The original Turkish player sent in some propaganda, but no moves.

Deadline for SUMMER, 1901 propaganda -- Noon, Wednesday, November 30.

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DHG ("MicroDiplomacy")

The Players, Rules and Board -- See DIPSOMANIA's #'s 2-4. Note that AUSTRIA-HUNGARY has been replaced by Muhlhauser; and RUSSIA by Sanders (who has been submitting moves for it all along). Also note that GGM is away, so all future DHG orders, etc., should be sent to GM, Don Miller, until further notice.

FALL, 1901 moves --

A-H (Muhlhauser) -- T Tri-Adr; CC Ser (S) TT Alb-Tri; CC Vie (S) TT Alb-Tri; CC Bud (S) CC Vie; TT Alb-Tri.

ENG (Huff) -- A Edi-Nwy; F Nwg (C) A Edi-Nwy; F NtS-Den.

FRA (Clark) -- T Ech-Wal; T Ech (S) C Pic-Bel; T Mid-Por; C Pic-Bel; C Bur-Mun; CC Pie-Tus; C Spa holds; C Pic stands (no order received).

GER (Owings) -- T Den holds; T Hel (S) T Den; C Kie (S) T Den; C Ruh (S) T Hol; T Hol holds; C Sil (S) C Mun; C Boh (S) C Mun; C Mun holds; C Pru-War.

ITA (Latimer) -- A Tyo-Tri; A Ven (S) A Tyo-Tri; TT Ion-Gre; A Tyn-Tun.

RUS (Sanders) -- C StP-Nwy; T Fin-Swe; T Bot (S) T Fin-Swe; T Bot-Bal; C Lvn-War; C Ukr-War; C Ukr-Rum; CC Gal (S) C Ukr-Rum; F Sev-Bla (F (TTT) Sev is dislodged and, with no place to which to retreat, destroyed).

TUR (Hoheisel) -- A Bul-Rum; A Arm-Sev; F Bla (S) A Arm-Sev.

Propaganda --

Germany -- The trouble with this game is that I can't look somebody in the face after double-crossing them . . . which means the only one I can do it to is Turkey, since I don't know him . . . and he's too far away to reach, let alone double-cross.

Paris -- The First Marshall has no territorial ambitions to be achieved at the expense of firm and trustworthy allies, if such will make themselves known. Earnest money deposited in advance is required, as well as impeccable references.

Rome -- France is warned to withdraw that depleted force from our province of Piedmont, or relations between our two nations will become very, very strained.

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

A-H -- Bud, Tri, Vie, <u>Ser</u> (may build one unit).	(4)
ENG -- Edi, Lon, Lvp, <u>Nwy</u> (may build one unit).	(4)
FRA -- Bre, Mar, Par, <u>Bel</u> , <u>Por</u> , <u>Spa</u> (may build three units).	(6)
GER -- Ber, Kie, Mun, <u>Den</u> , <u>Hol</u> (may build only one unit, as only one home supply center is open).	(5)
ITA -- Nap, Rom, Ven, Gre, Tun (may build two units).	(5)
RUS -- Mos, StP, <del>Sz</del> , War, <u>Swe</u> (may build one unit, as one F was destroyed).	(4)
TUR -- Ank, Con, Smy, <u>Bul</u> , <u>Sev</u> (may build two units).	(5)

Deadline for WINTER, 1901 builds and propaganda -- Noon, Wednesday, November 30  
(remember to send to Don Miller instead of Terry Kuch.)

In brief --

As room is getting short, we will exclude a lengthy discussion of proposed game DIH ("Economic Diplomacy II"). The main thing we were going to suggest was an additional rule, whereby neutral supply centers are occupied by standing neutral armies at the start of the game. This will make aggression against neutrals as costly as aggression against major belligerents. An alternative to this would be to charge 2 "chips" for the first player who enters (whether he establishes occupation over them or not) each of the neutral centers. Any comments?

DIPSOMANIA is published approximately every three weeks, 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-I, 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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