



DIPLOMANIA Supplement - - - - - Issue Number Six
Editor and Publisher: Don Miller - - - - - 27 December 1966
Postal Diplomacy Games DAA, BB, CA, DD, EE, FF, GA, HG, and DIH - - THIS is war??

ALL GAMES

The Players -- As published in DIPSOMANIA #4, and amended in #5, with additional addenda and corrigenda as follows:

- Brannan, Charles -- add IH; CoA 2417 Webster St., Berkeley, Cal., 94205
 - Cline, Robert -- add ZIP 92110 to address.
 - Hoheisel, Wayne -- add IH.
 - Huff, Alan -- add IH.
 - Lebling, David -- add IH.
 - Muhlhauser, Fritz -- add IH; also note new address after January 21 will be:
%R. Wayne Hoheisel, 912 N. Daniel St., Arlington, Va., 22201
 - Pournelle, Jerry -- delete BB; add IH.
 - Shagrin, Richard -- IE -- Rm 356, Haggett Hall, U. of Wash, Seattle, Wash.,
98105 (543-6356). Also, add BB.
- There were also some changes in the rosters of the Games of Anonymity.

Replacement Players -- DBB: Hoheisel; DEE: Latimer; DHG: Lebling; DIH: Carey; we also have players for DAA and DGA. Stand-by replacement players are urgently needed for games DCA, DDD, and DFF. Anyone interested in playing in game DFF is invited to send in FALL, 1902 moves and propaganda for SCANDINAVIA (no fee); if Reinsel fails to send in moves again, your orders will be used, and you'll be permanently in game; if he does send in moves, his will be used, and you will be stand-by replacement player in case someone else drops out.

The Gamesmasters -- Don Miller, 12315 Judson Rd., Wheaton, Md., 20906 (phone 933-5417, area code 301). Terry Kuch is actually Guest-Game-mastering DHG, but Don Miller will be running game for awhile, so send your DHG orders to DON.

The "House-Rules" -- As published in DIPSOMANIA #1, and amended in #'s 3 and 5, with following additional change:

17. Under no circumstances may support be given by a unit which is dislodged.

This is a formalization of a precedent-ruling we made some time ago in DIPLOMANIA, and have been following ever since. A full discussion of this and other rules and rule-controversies, together with a complete compilation of the "House-Rules" for all DIPLOMANIA 'zines, will appear in DIPLOMANIA #14 (in progress).

New Games -- Complete run-down will appear in DIPLOMANIA #14. Chaos #2 is open (R. Brooks, Naus, Miller confirmed; Cline, Jay Haldeman, Huff, and Owings, please let us know one way or the other by Jan. 25 or sooner; anyone else is welcome on roster in case one of the above does not confirm. 9-Man Game #2 is also open (Latimer, Miller, Brannan on roster so far). Lebling Variant (Neutrals armed at start of game -- Huff, R. Brooks, Lebling, Gemignani on roster), Gilliland Variant (make-up of countries determined by chance, with trading, etc, afterwards -- Huff, R. Brooks, Hoheisel on roster), and possibly a couple of others also on tap for DIPSOMANIA. Also, 3x3 Team Game with Wild-Card (Germany) on 9-Man board (DJI).

DAA ("Game of Anonymity #1")

The Players, Rules and Board -- See DIPSOMANIA #1; new player is playing A-H; also, new player is playing TURKEY.

FALL, 1903 moves --

A-H -- A Ser (S) A Bud-Rum; A Bud-Rum (A Bud is dislodged and, with no place to which to retreat, is destroyed).
ENG -- F Wal-Lon; F MtS (C) A Nwy-Den; A Nwy-Den.
FRA -- F EnC (S) A Bel; F Mid (S) F EnC; A Bel (S) A Bur-Ruh; A Bur-Ruh; A Gas-Bur.
GER -- A Mun-Sil (dislodged; must retreat); F Ska-Bal (impossible); A Hol-Bel.
ITA -- A Tri-Bud; A Vie (S) A Tri-Bud; A Alb-Ser; F Gre-Bul(SC); F Ion-Gre; A Ven-Pie.
RUS -- F Fin-Swe; A Swe-Den; A StP-Nwy; A Ber (S) A Sil-Mun; A Sil-Mun; A War-Gal; A Sev holds & hopes Turkey Stays allied (dislodged; must retreat).
TUR -- A Arm-Sev; F Bla (S) A Arm-Sev; F Aeg-Bul(SC); A Rum holds.

Supply Centers held at end of AUTUMN, 1903 (retreats do not affect count) --

A-H -- ~~Bud~~, Ser (remove one unit). (1)
ENG -- ~~Bel~~, Edi, Ivo, Lon, Nwy (may build one unit to replace one destroyed in battle during SPRING, 1903). (4)
FRA -- Bre, Mar, Par, Por, Spa, Bel (may build one unit). (6)
GER -- Den, Hol, Kie, ~~Mun~~ (stands pat -- one unit was destroyed in battle during SUMMER, 1903). (3)
ITA -- Nap, Rom, Tri, Tun, Ven, Vie, Bud, Gre (may build two units). (8)
RUS -- Ber, Mos, ~~Nwy~~, ~~Kie~~, StP, ~~Ska~~, Swe, War, Mun (must remove only one unit, as one was destroyed in battle during SPRING, 1903). (6)
TUR -- Ank, Bul, Con, Smy, Rum, Sev (may build two units). (6)

Propaganda --

London -- To all it may concern: Do not be led astray by the sweet but foul tongue of the Tsar. He would have you look south to Italy, whose attack on Austria will soon place Russia in danger. Do not be deceived by his odious talk; look northeast if you want to see the danger. Russia is the largest power and, if not stopped soon, will sweep all opposition before it.

London -- France: All right! You can have Belgium! Gee, all that fighting over a scrap of paper. Seriously, France, let's get together and knock off Russia. It's really up to us. I promise no more interference on the continent if you leave me and my little old island alone. Otherwise, I can be a nettle in your side, and Russia will win! So, vacate the English Channel and we'll make it neutral territory. O.K.?

Paris -- We will save you, fair Berlin! fair Munich! fair Europe! ...all's fair...
--Jean Daine

Rome -- The Silent Giant of Italy (who is neither green nor very jolly) is contemplating settling the internal problems of France.

St. Petersburg -- Life is hard for Tsar Vladimir III. He has to break his word to the French and liberate Munich from German control himself. "Hopefully, the French will realize that we are hard-pressed for supply centers this year," said Our Tsar. The Tsar has been having nightmares about Turkey (which has nothing to do with Thanksgiving).

"We hope we have been able to get Rumania back and that the Turks' leader doesn't suffer another attack of brain inflammation."

St. Petersburg -- What happened to that phoney who used to broadcast code from this source?? Hey, we hope that nobody's taking this game personally. Maybe we should tone down the propaganda line.

St. Petersburg (again) -- We hope for firm and lasting alliance with the French. We would like it if their domain would stop at Belgium. They, of course, are en-

titled to all of England (the Tsar won't have anything to do with that country), though, if we could get something, it would be nice. We'll take whatever the French will let us have and if it's nothing, so it's nothing.

Turkey -- Italy: You take Austria and Warsaw, I'll take Moscow and St. Pete. OK?

Deadline for WINTER, 1903 builds/removals and AUTUMN, 1903 retreats (GER: A Mun; RUS: A Sev) -- Noon, Wednesday, January 25, 1967.

DBB ("Economic Diplomacy I")

The Players, Rules and Board -- See DIPSOMANIA's 1, 4, and 5. Note that Shagrin is now playing ITALY in place of Fournelle.

AUTUMN, 1902 retreats --

- A-H (Lebling) -- A Tri (R) Alb.
- ITA (Shagrin) -- F Ionian (R) Tun.

Supply Centers held at end of AUTUMN, 1902 --

- A-H (Lebling) -- ~~Bel, Ber, Tri, Vie~~ (must sell all four of his units to the "bank", at 15 crowns each, to make up a deficit of 49 crowns) (1)
- ENG (Huff) -- Edi, Lvp, Lon, Nwy (stands pat). (4)
- FRA (Cline) -- Bel, Bre, Mar, Mun, Par, Por, Spa (may build two units -- was one short last year, as he built one less unit than he was entitled to). (7)
- GER (Brannan) -- ~~Ber~~, Den, Hol, Kie (stands pat -- has one less unit on board than he does supply centers, but has no vacant home supply center in which to build). (3)
- ITA (Shagrin) -- Nap, Rom, Tun, Ven, Tri, Vie (may build two units). (6)
- RUS (Kuch) -- Mos, Rum, StP, Sev, Swe, War, Ber (may build one unit). (7)
- TUR (Clark) -- Ank, Bul, Con, Gre, Smy, Ser (may build one unit). (6)

Note that, even though Austria-Hungary will have no units at end of year, he will still have one supply center and 11 crowns -- he will not be eliminated from game until he loses his remaining supply center -- and if he should happen to retain the center for a year and earn enough money, he could build next WINTER and be back in the game.

Financial situation at end of AUTUMN, 1902 --

Country	On hand at		Payoffs:		Maintenance costs:		On hand at end of AUTUMN
	start of AUTUMN	Retreat costs	Own capital	Other supply ctr.	On home territory	On foreign territory	
A-H	1 crown	-1	-	/20	-51	-18	-49 crowns
ENG	10 pounds	-	/22	/60	-51	-18	/23 pounds
FRA	26 francs	-	/22	/120	-34	-54	/80 francs
GER	43 marks	-	-	/40	-34	-	/49 marks
ITA	22 lire	-1	/22	/100	-17	-54	/72 lire
RUS	8 roubles	-	/22	/120	-34	-72	/44 rou.
TUR	12 piastres	-	/22	/100	-17	-72	/45 pia.

Propaganda --

Italy -- Sultan Snively Whiplash, your days are numbered. Dudly Doright is coming to save poor Nell. (ouch!) Actually, I'm happy to see that my next enemy has declared himself. The Roman Empire must have some place to strike out (at) now that the Emperor Otto de Fey has named Fieldmarshal Dud(ly) to command the Italian forces. The Emperor Otto de Fey of the new, expanded, revived, fortified and vitamin-enriched Holy Roman Empire (Voltaire can go sit on a tack) announces that he is open for bids . . . make that diplomatic overtures . . . Enemies of Empire, BEWARE! You are in Dudly danger.

Tirane -- I'm just too trusting.

Vienna -- Did you ever hear me say I could add?

Deadline for WINTER, 1902 builds/removals -- Noon, Wednesday, January 25, 1967.

GM Note -- After seeing and studying the Austrian situation this past season, we can see the reason for not having any relationship between the number of supply centers and the number of pieces on the board -- the game is not really an economic game without such a rule. If Austria had had enough "money", for example, and this rule were in effect in game DBB, then Austria conceivably could have not had to destroy his units, and could have recaptured one or more of his supply centers next year and still be an important factor in the game. Perhaps a rule could still be written into DBB to the effect that, although a player cannot build a new unit unless he has more supply centers than units on the board, he does not have to remove a unit if he loses a supply center unless he is economically unable to sustain it. What do you players think? Let me know if you would be against such a rule; one person against it will be sufficient to keep it out of the game.

DGA ("Game of Anonymity #2")

The Players, Rules and Board -- See DIPSOMANIA #'s 1, 2, and 5. Note that a new player is now playing RUSSIA.

FALL, 1902 moves --

A-H -- A Vie (S) A Tri; A Tri (S) A Bud-Ser; A Bud-Ser; A Rum-Bul; F Gre (S)
A Rum-Bul.

ENG -- F NtS-Bel; F Ech (S) F NtS-Ech (impossible; cannot support an attack against itself); F Nwg-NtS; A Nwy-Swe.

FRA -- A Bur holds; A Mar holds; A Mun-Ber; A Tyo-Mun (dislodged, must retreat);
F Spa(SC) holds.

GER -- F Den-NtS; A Ber-Sil (dislodged, must retreat); A Bel holds.

ITA -- A Ven-Tyo; A Pie (S) A Ven-Tyo; A Tus-Ven; F Ion (S) AUSTRIAN F Gre.

RUS -- A War-Mos; F Bal (S) A Sil-Ber; A Sil-Ber; A StP(NC)-Bar.

TUR -- F Sev-Bla; A Arm-Sev; A Bul-Gre (dislodged and, with no place to which to retreat, destroyed); F Aeg (S) A Bul-Gre; A Con-Bul.

Supply Centers held at end of AUTUMN, 1902 (retreats do not affect count) --

A-H -- Bud, Gre, Ser, Tri, Vie, Bul (may build one unit). (6)

ENG -- Edi, Lvp, Lon, Nwy, Swe (may build one unit). (5)

FRA -- Bre, Mar, Mun, Par, Por, Spa (may build one unit). (6)

GER -- ~~Bel~~, Hol, Kie, Bel, Den (may build one unit unless A Ber (R) Kie, in which case he will get no builds, as he will have no open supply centers). (4)

ITA -- Nap, Rom, Tun, Ven (stands pat). (4)

RUS -- Mos, Rum, StP, ~~War~~, War, Ber (may build one unit to replace one which was destroyed in battle SUMMER, 1902). (5)

TUR -- Ank, ~~Sev~~, Con, Sev, Smy (stands pat; one unit was destroyed in battle FALL, 1902). (4)

Propaganda --

Ankara -- The Sultan warns Russia that further acts of violence against Moslems will be regarded as acts of war.

Austria -- Turkey: I am willing to reach an agreement in the Balkans. I will forfeit claims to Rumania and Bulgaria for the right to Serbia and Greece. If you agree it will give you a good base for expansion into Russia and I will have a better position from which to fight against Italy. In order to prove that I am really responsible for Austria's moves I am publishing the initials of my orders, something my enemies cannot do: AVSAT, ATsAB--S, AB--S, AR--B, and FGSAR--B.

Geneva, Switzerland -- Emperor Franz Joseph of Austria disclosed today that he is willing to negotiate a truce with the Italians. "Ich vill mein mutter-in-law to you surrender. She ist villing to marry der Pope." Speculation is that the Emperor plans on adding the riches of Constantinople to the dowry.

Germany -- Germany will resist to the last piece of pumpnickel.

Germany -- Germany declares peace on England, France, Russia and Austria.

London -- Sir Humphrey Broadman hopes you realize that we are doing things the hard way without your support, France. We could have done it much easier if you would have supported us into Belgium. You still have no cause to fear us. The English Channel fleet is not hostile. We regard Kiel, Berlin as English conquests and would be very disturbed not to have them. We wish an alliance with you, but don't be greedy.

London -- Rome: If France gets out of hand, I hope you will be on our side.

London -- St. Petersburg: With the troubles you have, Russia, you shouldn't be fighting us.

London -- You know we've got to get things straight in the West. I don't like the look of how things are shaping up in the East. Know what I mean?

Rome -- Turkey, Italy offers you Greece in return for aid against Austria-Hungary.

No source given -- Eat Garbage!

Deadline for AUTUMN, 1902 retreats and WINTER, 1902 builds/removals and propaganda -- Noon, Wednesday, January 25, 1967.

DDD ("Twin-Earths Diplomacy")

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

SUMMER, 1902 retreat --

TUR (Huff) -- A Sev I (R) Arm I.

FALL, 1902 moves --

A-H (Gemignani) -- A Bud I-Vie I (dislodged and, with no place to which to retreat, destroyed); A Ser I stands (no orders received); A Sil I stands (no orders received); A Boh II-Mun II; F Adr I stands (no orders received); F Tun II stands (no orders received); A Boh I-Sil I (no unit in Boh I); A Ser II-Alb II (no unit in Ser II); F Ven I-Adr I (no unit in Ven I); F Lon II-Tun II (no unit in Lon II).

ENG (Lebling) -- A Ruh II-Hol II (dislodged and, with no place to which to retreat, destroyed); F Bel II (S) A Ruh II-Hol II; F NtS II (S) A Ruh II-Hol II; F Lon II holds; F NtS I-Hel I; F Lon I-NtS I; A Bel I (S) F Lon I-NtS I (impossible; A can't support attack into sea-province); F EnC I (S) A Bel I.

FRA (Latimer) -- A Mar I-Pie I; A Par I-Bur I; A Por I holds; F Lyo I-Tyn I; F Spa(SC) I -WMe I; A Bur II-Mun II; A Por II holds; A Par II-Bur II; F Lyo II-Tyn II; F Spa(SC) II-WMe II.

GER (Bounds) -- A Hol I (S) A Hol II; A Kie I-Den I; A Mun I (S) A Mun II; A Ruh I-Ruh II; F Den I-Swe I; A Hol II (S) A Ruh I-Ruh II; A Mun II (S) A Ruh I-Ruh II; A Kie II (S) A Hol II; F Den II-NtS II; F Swe II (S) F Den I-Swe I.

ITA (Hoheisel) -- A Ven I-Tri I; A Nap II-Rom II; A Rom I-Tus I; F Naf II-Tun II; F WMe II (S) F Naf II-Tun II; F Tyn I-Ion I; F WMe I-Tyn I.

RUS (Sanders) -- A Ukr I-Rum I; F Sev I (S) A Ukr I-Rum I; A Mos I (S) F Sev I; A Gal I-Bud I; A Vie I (S) A Gal I-Bud I; A Nwy I-Swe I; F Nwy II-Swe II; A Mos II-Ukr II; A Gal II-Bud II; A Vie II (S) A Gal II (can't opt. moving A);

TUR (Huff) -- F Aeg I-Gre I; F Bul(SC) I (S) F Aeg I-Gre I; F Sev II-Arm II. F Bla I-Rum I; A Arm I-Sev I; A Ank II-Arm II; A Ser II-Tri II; F Alb II (S) A Ser II-Tri II; A Bul II-Ser II; F Bla II (S) F Rum II; F Rum II holds.

Supply Centers held at end of AUTUMN, 1902 (there were no AUTUMN retreats) --

A-H -- ~~BddI~~, SerI, ~~TrII~~, VenI, ~~BddII~~, ~~TrIII~~, TunII (remove two units; other unit was destroyed in battle FALL, 1902). (3)

ENG -- BelI, EdiI, LvpI, LonI, BelII, EdiII, LvpII, LonII (may build one unit, to replace unit which was destroyed in battle FALL, 1902). (8)

FRA -- BreI, MarI, ParI, PorI, SpaI, BreII, MarII, ParII, PorII, SpaII (stands pat). (10)

GER -- BerI, DenI, HolI, KieI, MunI, BerII, HolII, KieII, MunII, SweII, DenII (may build one unit). (11)

ITA -- NapI, RomI, TunI, NapII, RomII, ~~TriII~~; VenII, TriI (stands pat). (7)

RUS -- MosI, NwyI, RumI, StPI, VieI, WarI, MosII, NwyII, StPII, SevII, VieII, WarII, BudI, SevI, BudII (may build four units, as was one unit short last year due to failure of attempted build WINTER, 1901). (15)

TUR -- AnkI, ConI, ~~SerI~~, SmyI, AnkII, BulII, ConII, GreII, RumII, SmyII, BulII, GreII, SerII, TriII (may build three units). (13)

Propaganda --

Ankara I $\frac{1}{2}$ -- Once again in the airy, eerie, nether land between the worlds, Sultan Hashish Allan Alhazred was again communicating with the spirits. "Oh, great spirit of 86, 90, and 100-proof, I worship thee," prayed he. "But most of all, I praise thee, oh 200-." Later, the Sultan commented that a mixed drink mixed in the in-between sector comes out as 300-proof, on Earth I or II. "Talk about kick!" commented the Sultan between broken teeth.

Gemignani -- Italy: Write.

Geneve I -- M. Charles Vaucluse-Peyrane, Rentals Director of Transport, Inc., announced that the much publicized Transporter failure in Russian Galicia was caused by sunspot activity and overuse. He also noted that the Mark VII Transporter, which will be unveiled next month, will correct the defect.

Germany -- Russia: So far, we have had non-aggression between us. Let us continue this way. If you agree, I will not invade either Norway I or Norway II.

Germany -- France: How about non-aggression pact: I'll stay out of territorial France, and the South.

Lemberg I -- M. Henri Gerrault, expatriate inventor of the transporter, was reported seen here carrying a strange parcel under his arm. It is noted by the local press that there was a transporter failure two days after he was seen, and the Russian occupation officials are worried. More than three-fourths of this year's wheat crop is coming from II, and a transporter failure now could result in famine. It is believed that Gerrault was headed for Moscow.

London A -- Lord Salisbury today officially declared war against Germanies I and II, a move which comes as no shock to the people of Europe, considering that British forces have been operating inside Germany II for several months, and the II/3rd fleet has been fighting the 3rd German fleet for at least a year. The forces on I have been strangely inactive.

Paris -- We're sorry we goofed you up, Italy. We don't mean to be unfriendly. All we're after is Germany. You can see by our Fall moves that we are still allied.

Paris -- This game reeks/sgerdfoo?

Rome -- The continuous attacks on Italian soil by the Austro-Hungarians leaves Italy no choice but to aid Turkey and Russia in the overthrow of Austria-Hungary.

Rome -- France: Your fleets are getting a little too close to Italian soil. I bind you to your treaty.

GM Notes -- In DIPSOMANIA #3, please correct following errors in "Supply Centers held . . .": GER: Change "Den II" to "Swe II"; RUS: Change one of two "War II" to "Vie II". Also, in all fairness to Margaret, we would like to point out that the p.o. failed to get her copy of DIPSOMANIA #5 to her -- and her moves were made from her positions of the previous season.

DEADLINE for WINTER, 1902 builds/removals and propaganda -- Noon, Wed., Jan. 25, '67.

DEE ("Game of Chaos")

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

FALL, 1902 moves (Alternate World A) --

A-H (Hoheisel) (by Hoheisel) -- A Bul (S) A Rum; A Gal-War, A Rum (S) A Bul;

A Tri holds; F Gre-Aeg.

ENG (R. Brooks) (by Hoheisel) -- A Edi holds; A Lvp-Cly; A Nwy-Swe; F Bel holds (dislodged, must retreat); F Cly-Nwg.

FRA (Koning) (by Lebling) -- F Mid-Iri; F EnC (S) A Bur-Bel; A Bur-Bel; A Spa (h).

GER (Huff) (by Koning) -- F Hel-Hol; A Kie-Mun; A Mun-Boh.

ITA (Jay Haldeman) (by Koning) -- F WMe-Tun; A Apu-Ven; A Nap-Rom.

RUS (Lebling) (by Koning) -- F Fin-Swe; A StP-Mos; A Arm-Sev; F Bla-Rum.

TUR (Von Metzke) (by Hoheisel) -- A Ank holds; A Con-Smy; F Aeg-Eme.

Supply Centers held at end of AUTUMN, 1902 (AUTUMN retreat does not affect count) --

A-H -- Bud, Gre, Ser, Tri, Vie, Bul, Rum, War (May only build two units, as only two home supply centers are open). (8)

ENG -- ~~W~~, Edi, Lon, Lvp, Nwy (must remove one unit). (4)

FRA -- Bre, Mar, Par, Por, Bel, Spa (may build two units). (6)

GER -- Ber, Kie, Mun, Hol (May build one unit). (4)

ITA -- Nap, Rom, Ven, Tun (may build one unit). (4)

RUS -- Mos, StP, Sev, ~~W~~ (must remove one unit). (3)

TUR -- Ank, Con, Smy (stands pat). (3)

Propaganda --

Brooks -- Von Metzke: Keep cool, son. It's just a game. Why not sublimate by playing hockey?

Vienna -- I'll write orders for anyone except Russia and Turkey.

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

A-H (Hoheisel) -- A-H: A Tri (H); A Tyo-Boh; A Vie-Gal; F Alb-Gre; F Ion-Eme;
ENG: A Cly (H); F EnC-Bel; F Nwg-Nwy; FRA: A Gas-Spa; A Spa-Por; F Tun-WMe; GER:
A Bur-Mun; A Kie-Hol; F Bal-Swe; F Hel-Den; ITA: A Pie (H); A Ven (H); F Tyn-Tun;
RUS: A Lvn (H); A StP (H); F Fin (H); F Sev-Arm; TUR: A Smy (H); A Syr (H); F Ank (H).

ENG (R. Brooks) -- A-H: F Ion-Eme; A Tri-Alb; A Alb-Gre; A Vie-Gal; A Tyo-Vie;
ENG: F EnC-Bre; F NtS-Nwy; A Cly-Edi; FRA: A Gas-Bur; A Spa-Gas; F Tun-NAf; GER:
A Bur-Par; F Bal-Swe; A Kie-Ruh; F Hel-Hol; ITA: A Pie-Mar; A Ven-Tri; F Tyn-Tun;
RUS: F Sev-Bla; A StP-Mos; A Lvn-War; F Fin-StP; TUR: A's Smy & Syr & F Ank (H).

FRA (Koning) -- F Ion-Adr; A Tyo-Boh; A Vie (H); A Alb-Tri; A Tri-Tyo (A-H); ENG:
F EnC-Wal; F Nwg-Edi; A Cly (H); FRA: F Tun (H); A Gas-Bre; A Spa-Por; GER: A Bur-
Bel; F Hel-NtS; A Kie-Hol; F Bal-Den; ITA: A Pie-Tyo; A Ven (S) A Pie-Tyo; F Tyn-
Nap; RUS: F Fin-Swe; A StP-Mos; A Lvn-War; F Sev-Rum; TUR: F Ank-Con; A Smy-Ank;
A Syr-Smy.

GER (Huff) -- A-H: A Tyo-Vie; A Alb-Ser; F Ion-Gre; A Tri-Bud; A Vie-Gal; ENG:
A Cly-Nwy; F Nwg (C) A Cly-Nwy; F EnC-Bre; FRA: A Gas-Bre; A Spa-Gas; F Tun-Ion;
GER: A Bur-Par; A Kie-Hol; F Bal-Swe; F Hel (H); ITA: A Ven-Tri; A Pie-Mar; F Tyn-
Tun; RUS: F Sev-Rum; F Fin-StP(SC); A Lvn-Mos; A StP-Lvn; TUR: F Ank-Bla; S Smy-
Con; A Syr (H).

ITA (Jay Haldeman) -- A-H: F Ion-Eme; A Tri-Alb; A Alb-Gre; A Vie-Gal; A Tyo-Vie;
ENG: F EnC-Bre; F NtS-Nwy; A Cly-Edi; FRA: A Gas-Bur; A Spa-Gas; F Tun-NAf; GER:
A Bur-Par; F Bal-Swe; A Kie-Ruh; F Hel-Hol; ITA: A Pie-Mar; A Ven-Tri; F Tyn-Tun;
RUS: F Sev-Bla; A StP-Mos; A Lvn-War; F Fin-StP; TUR: A's Smy & Syr & F Ank (H).

RUS (Lebling) -- A-H: A's Alb, Tri, Tyo, & Ven (H); F Ion (H); ENG: F Nwg-Nat;
F EnC-Iri; A Cly-Syr; FRA: F Tun (H); A Gas-Bre; A Spa-Por; GER: A Bur-Mun; A Kie
(H); F Bal (C) RUS A Lvn-Swe; F Hel (H); ITA: A Pie-Tyo; A Ven (S) A Pie-Tyo; F Tyn
(H); RUS: A Lvn-Swe; A StP-Nwy; F Fin-Bot; F Sev-Rum; TUR: F Ank-Con; A Smy (H);
A Syr (H).

TUR (Von Metzke) -- A-H: A Tyo-Vie; A Tri (H); A Vie-Bud; A Alb (H); F Ion-Nap;
ENG: F Nwg-Edi; D EnC-Wal; A Cly (H); FRA: F Tun (H); A Spa-Por; A Gas-Bre; GER:
A Bur-Mun; A Kie-Ber; F Bal-Pru; F Hel-Kie; ITA: A Pie-Tyo; F Tyn-Nap; A Ven (S)
A Pie-Tyo; RUS: F Sev-Rum; F Fin-Swe; A Lvn-Pru; A StP-Nwy; TUR: A Syr-Smy; A Smy-
Ank; F Ank-Con.

FALL, 1902 moves (Alternate World B) --

A-H (Hoheisel) (by Hoheisel) -- A Tri (H); A Tyo-Boh; A Vie-Gal; F Alb-Gre (A is
in Alb, not F; but we will allow this as it is result of GM error); F Ion-EMe.
ENG (R. Brooks) (by Jay Haldeman) -- F EnC-Bre; F NtS-Nwy (no unit in NtS); A
Cly-Edi; F Nwg stands (no orders received).
FRA (Koning) (by R. Brooks) -- A Gas-Bur; A Spa-Gas; F Tun-NAf.
GER (Huff) (by Jay Haldeman) -- A Bur-Par; F Bal-Swe; A Kie-Ruh; F Hel-Hol.
ITA (Jay Haldeman) (by Koning) -- A Pie-Tyo; A Ven (S) A Pie-Tyo; F Tyn-Nap.
RUS (Lebling) (by Huff) -- F Sev-Rum; F Fin-StP(SC); A Lvn-Mos; A StP-Lvn.
TUR (Von Metzke) (by Koning) -- F Ank-Con; A Smy-Ank; A Syr-Smy.

Supply Centers held at end of AUTUMN, 1902 (no AUTUMN retreats) --

A-H -- Bud, Gre, Ser, Tri, Vie (stands pat). (5)
ENG -- Edi, Lon, LvP, Bre (may build one unit). (4)
FRA -- ~~Edi~~, Mar, ~~Edi~~ (must remove two units). (1)
GER -- Ber, Den, Kie, Mun, Hol, Par, Swe (may build three units). (7)
ITA -- Nap, Rom, Ven (stands pat). (3)
RUS -- Mos, StP, Sev, War, Rum (may build one unit). (5)
TUR -- Ank, Con, Smy (stands pat). (3)

Propaganda --

Rome -- I will write favorable moves for all but Russia and Turkey.

GM Note -- Correction to issue #5: Positions at end of SUMMER, 1902 should re-
flect A in Alb for A-H, not F.

Deadline for AUTUMN, 1902 retreat in Alternate World A and FALL, 1902 moves in
both worlds (and propaganda) -- Noon, Wednesday, January 25, 1967.

DFF ("Nine-Man Diplomacy")

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

SPRING, 1902 moves --

A-H (Mebane) -- A Bud-Rum (Neutral A in Rum is dislodged and destroyed); A Ser
(S) A Bud-Rum; A Vie-Tyo; A Trs (S) A Vie-Tyo; A Mon (S) A Trs.
FRA (Huff) -- A Alg (H) (& gets sunburned); F Mar-Lyo; A Bur-Mar; A Par-Bur;
F Bel (H).
GER (Latimer) -- A Brs-Pol; A Pol-Pru; A Mun-Ruh; F Bal-Bot; F Brm-Hol.
IBE (Hoheisel) -- F Mid-WMe; A Bar-Med.
ITA (Lebling) -- A Tyo-Trs (dislodged, must retreat); A Ven (S) A Tyo-Trs;
F Tyn-Tun.
RUS (Jay Haldeman) -- A Mos-Pol; A StP (H); F Rig-Bot; F Con-Sin.
SCA (Reinsel) -- A Tro stands; F Cly stands; F Nrl stands (no orders received).
TUR (Owings) -- A Syr-Per; A Arm (S) A Syr-Per (NA Per dislodged, destroyed).
UK (Muhlhauser) -- F NtS-Chr; F Nwg-Ice (NA Ice dislodged, destroyed); F NAT (S)
F Nwg-Ice; F Egy-Trp; A Svl (H).

SUMMER, 1902 retreat --

ITA (Lebling) -- A Tyo (R) Pie.

GM Note -- The UK player has pointed out that the statement that he should have one build during WINTER, 1901 was erroneous, as he already had his full five units on the board. Therefore, he has chosen to cancel his WINTER, 1901 build of a F in Edinburgh, as reported in DIPSOMANIA #5. Please correct issues 4 and 5 accordingly, including the deletion of "F Edi" from the UK post-WINTER '01 positions.

Positions at end of SUMMER, 1902 --

A-H -- A's Mon, Ser, Rum, Trs, Tyo.	(5)
FRA -- A's Alg, Bur, Mar; F's Bel, Lyo.	(5)
GER -- A's Brs, Pru, Ruh; F's Bal, Brm.	(5)
IBE -- A Mad; F WMe.	(2)
ITA -- A's Pie, Ven; F Tyn.	(3)
RUS -- A's Mos, StP; F's Rig, Sin.	(4)
SCA -- A Tro; F's Cly, Nrl.	(3)
TUR -- A's Arm, Per.	(2)
UK -- A Sev; F's Chr, Ice, Nat, Tro.	(5)
Units in PI -- Can (T); Cor (F); Den (S); Ire (UK), Sar (It), Svs (R).	(6)
Units in TI -- Fin (R); Tun (F).	(2)
Neutral Units -- Bul, Cyp, Gre, Swi.	(4)

Propaganda --

Berlin -- We hope all our allies at the Gamesman meeting are still our allies when the moves are published!

Liverpool -- British conservation authorities announced that a migration of lemmings has been reported in Scotland. The few that have been reported have been found to have no teeth and in all probability will die of starvation after taking a brief look at Liverpool.

The Department of Animal Husbandry released a statement that this rare breed of toothless lemming's favorite food is an equally rare breed of long-haired beetle. Upon hearing this Prince Ringo was heard to mutter, "I don't like Victor Borge either."

London -- King George is rumored to be planning a tour of friendly countries. He plans on taking his three most trusted aids, Sir John, Sir Paul, and Prince Ringo, and leaving politics for showbusiness, which is in itself a shocking reversal in light of current trends in the colonies. King George said that their act will be a string quartet and will perform such classics as "Norwegian Would", "I Want to Hold Your Land", and "If I Fell". Sir Paul admitted that Prince Ringo can't play a stringed instrument. "We'll find something for him to play," said Sir Paul, "perhaps an oboe or a kazoo." Names for this royal ensemble are being discussed, and the most likely suggestion so far is The Post Nasal Drips.

Madrid -- France! Rumor has it that you might invade my homeland. I am still very much alive!

Paris (April 10, 1902) -- Ah! April in Paris, nothing lovelier. Walking down the boulevards one finds it hard to believe that only a few hundred miles in any direction war is seething and men dying. France wishes peace with its neighbors, and is fighting only against internal revolt. But, its neighbors are warned that under the cover of Lyonnaise lace are Strasbourg cannon.

Deadline for FALL, 1902 moves and propaganda -- Noon, Wednesday, Jan. 25, 1967.

DGA ("Game of Anonymity #3")

The Players, Rules and Board -- See DIPSOMANIA #'s 2 and 5.

SUMMER, 1901 propaganda --

Austria -- Germany: Your good wishes and friendship are appreciated but we are not committed to war against the infidel -- yet!!!

Austria -- Italy: We would suggest that you worry a little more about the plots of the Dominicans and less about "Christianizing" us. We still believe in religious tolerance but we are running out of cheeks fast.

Austria -- Russia: Your army in Galicia has been very well behaved but we trust it will soon move on to Rumania. Failure to do so could lead to paternity suit judgements which would bankrupt your treasury.

Austria -- Turkey: SINASL yourself and QUATREP too. (We'll still ally, though.)

Austria -- Everybody: Allies wanted, no experience necessary; reply to Box 69, this newspaper.

Berlin -- Oops! I meant the Kaiser wishes the Eastern Empires success in their war against the decadent Hapsburgs. (Loosely translated: Leave us alone while we fight France.)

England -- I am England, am I not? Or am I? (Code X)

England -- France: Good Idea. I get Denmark, Kiel (Code X), Berlin (Maybe you want Berlin?).

England -- Germany: Let's divide up France (Code Y).

England -- Russia: Let's divide up everybody (M).

Germany -- England: Remember who was last to invade you (1066 and all that). You may have Normandy and Iberia if you want them, plus an option on Scandinavia.

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

Vatican City (IHS April 15, 1901) -- The Pope today admitted that he is not infallible in the writing of his encyclicals. He apologizes for writing "West" for "East" and vice versa, but is sure that the people of France understood him. He was also glad to receive the French ambassador, Fr. Dominique, but says that if he doesn't stop humming to himself, he will have to send him back. Missionaries are being sent to the North to assist the French in their attempts to Christianize the Hun. --Fr. Paolo Persich, S.J. Director, Council for the Propagation of

Vatican City (IHS April 30, 1901) -- The Pope today directed me to /the Faith seek an entente with the Russian Patriarch, feeling that we have our difficulties and differences, but that the importance of the task we have of Christianizing the Magyars and Ottomans is much more important than our squabbles. The Pope has promised to send shiploads of missionaries around to Turkey and squadrons into every hamlet of Austria where such would be needed. Some of these missionaries will be under your control, and so that they do not get confused, let us assume that at the end of the dispute the following territories will be under the Paternity of the Vatican: all territories to the West of a line drawn West of Budapest, North of Serbia, West of Bulgaria, South of Constantinople, and North of Smyrna. Territories on the Russian side of that shall only be entered by our missionaries with the Patriarch's permission, and only to assist the Patriarch in securing them. --Fr. Paolo Persich, S.J.

No source given -- This game isn't confused enough for me.

Ditto -- Austria, stay the hell out of Greece.

Positions at end of SUMMER, 1901 --

A-H -- A's Ser, Vie; F Alb.	(3)
ENG -- A Yor; F's NtS, Nwg.	(3)
FRA -- A's Bur, Spa; F Mid.	(3)
GER -- A's Kie, Ruh; F Hol.	(3)
ITA -- A's Apu, Ven; F Ion.	(3)
RUS -- A's Gal, Ukr; F's Bot, Sev.	(4)
TUR -- A's Bul, Con; F Ank.	(3)

Deadline for FALL, 1901 moves and propaganda -- Noon, Wednesday, Jan. 25, 1967.

DHG ("MicroDiplomacy")

The Players, Board and Rules - See DIPSOMANIA #'s 2-5.

WINTER, 1901 builds --

A-H (Muhlhauser) -- (B) A Tri.

ENG (Huff) -- (B) TT Lon; (B) T Lvp (See Rule 10a, DIPSOMANIA #2: If at all possible, units built must be entire armies or fleets).

FRA (Clark) -- (B) F Mar; (B) A Par; (B) F Brest.

GER (Owings) -- (B) A Ber.

ITA (Latimer) -- (B) F Nap; (B) A Rom.

RUS (Sanders) -- (B) A Mos.

TUR (Hoheisel) -- (B) A Lon; (B) A Ank.

Positions at end of WINTER, 1901 --

A-H -- CCC Tri, CC Bud, CC Ser, CC Vie, TT Alb, T Adr. (12)

ENG -- CCC Nwy, TTT NtS, TTT Nwg. (9)

FRA -- CCC Par, C Bel, C Pic, C Bur, C Spa, CC Tus, TTT Bre, TTT Mar, T EnC, T Por, T Wal. (18)

GER -- CCC Ber, C Kie, C Ruh, C Mun, C Sil, C Pru, C Boh, T Hel, T Hol, T Den. (12)

ITA -- CCC Ven, CCC Tyo, CCC Rom, TTT Nap, T Tun, TT Gre. (15)

RUS -- CCC Mos, CC War, CC Gal, C Ukr, C StP, T Bot, T Bal, T Swe. (12)

TUR -- CCC Con, CCC Ank, CCC Arm, CCC Bul, TTT Bla. (15)

Propaganda --

Constantinople -- Berlin: Allow me to introduce myself. My name is Otto Man Hoheisel. I was born in an under-privileged home and thus became known as the weak man. However, Mr. Owings, any double-cross to an agreement made between myself and another party are met with the severest actions on my part. Please abide by our treaties.

Constantinople -- Vienna: The Otto Man Empire wishes to extend a warm welcome to the new ruler of Austria-Hungary. May our two countries live forever in peace. It would appear that our roles are already cast for us; you must fight Italy and I Russia. Best Wishes in your part.

England -- France: All right there, Louis the Fat! What about this alliance we're supposed to have? They sure don't look like coal miners that you sent to Wales! Be warned! You shall die a thousand deaths if you pursue this evil end.

England -- Germany: I'm sorry! Let's ally!

Moscow -- Will anyone who attempted to contact me about this game at any previous address please write to me now and tell me what you want. I lose things.

Rome -- Surely, someone would like to be our ally??

Deadline for SPRING, 1902 moves and propaganda -- Noon, Wednesday, Jan. 25, 1967.

DIH ("Economic Diplomacy II")

The Players, Rules and Board -- The players in this game are Fritz Muhlhauser, Wayne Hoheisel, Dave Lebling, Richard Shagrin, Jerry Pournelle, Charles Brannan, and Alan Huff. Countries have already been assigned, but will not be revealed until rule-votes called for below are in, so as not to influence voting. All players owe \$1 except Huff, who has already paid.

Board will be same as in Regular Diplomacy. Rules will be same as in game DBB, with additional rule to the effect that there will be no relationship between the number of supply centers held by a country and the number of pieces that country has on the board, plus any additional rules resulting from the voting asked for below. Final rules will be published in DIPSOMANIA #7. First moves will be due for DIPSOMANIA #8.

As for the votes, please answer "Yes" or "No" to the following questions:

1. Should game begin with standing units in all neutral supply centers? (This

would mean that it would cost at least four chips to take a neutral center (two for supporting unit and two for attacking unit). The idea here is to penalize aggression against neutrals, just as aggression against powers on the board is penalized economically. A counter-suggestion has been made that each unoccupied neutral center pay off a certain amount to each power each year -- but this we feel would be unwise, as the need -- judging from game DBB -- would seem to be to reduce the "income" slightly rather than increase it. The game would seem to be a better game if money were somewhat "tight" than if money were too easy to come by.

2. Should first power to enter (or attempt to enter) a neutral land-province which is not a supply center be penalized one chip (this would apply to each of the non-supply central neutral provinces)? (This is in line with the same philosophy expressed with #1, above.)

3. Should there be a "Foreign Trade" rule in the game?

4. If answer is "yes" to #3, above, should payoff be 1/3 instead of 1/2? (We are somewhat leery of "Foreign Trade" rules after seeing what was happening in DBB. But if there were such a rule, we would recommend that payoff be changed to 1 for each 3 chips rather than 1 for 2 as is now the case, and that maximum payoff per transaction be limited to no more than two chips.)

5. Should there be an "economic devastation" rule? (We are asking you here to vote only on whether there should be such a rule -- not on the substance of such a rule. However, if such a rule is voted in, it would take the form of a rule or rules which stated that each time a supply-center province was involved in a battle, the "pay-off" capacity of that center for whoever occupied it at the end of the year would be reduced by two chips (or four chips -- we are not sure yet); if that center was not involved in a battle during a year, "rebuilding" would increase the pay-off value of the center by one (or two, if the battle-reduction is four) chip, up to the maximum pay-off value as stated in the rules. (Note that "being involved in a battle" means being attacked, not attacking from) For example, if an Austrian unit in Trieste attacked an Italian unit in Venice in SPRING, 1901, the cost would be two chips to the Austrians and two to the Italians, and the pay-off capacity at the end of 1901 would be reduced from 20 to 18 (or 16) for Venice, no matter who owned it at the end of the year. If Venice and Trieste attacked each other, both cities would suffer economic devastation. Remember, though, that the final rule will be similar to, but not necessarily the same as, the sample rule just given; we have many variations on this rule in mind -- our task (with your help -- please offer some suggestions of your own) is to pick the best of the choices. One example of such an alternative would be "economic devastation" at the rate of one (or two) chips per battle, rather than two (or four) chips per year, with "rebuilding" rate at one chip per move season in which attack did not occur (if figure of two per battle is chosen). At any rate, you see the possibilities. Such a rule would be in line with "tighter" money philosophy -- and, if battles are not kept under control, could result in economic devastation of Europe to the point where war would no longer be possible and a stalemate would result -- nobody winning, and everybody losing, as the bottom drops out of the economic structure of the continent.)

6. Should nations be allowed a choice of units on the board at the start of the game, where possible, with a building season during WINTER, 1900?

7. Any other suggestions? Dan Alderson, the "economic devastation" idea was born of a comment you made some time ago; how about helping formulate a good rule? Jerry Pournelle, if these rules are all adopted, will any of the other economic values in the game have to be changed? And anyone else out there -- players and non-players alike -- your comments and suggestions are welcome.

Deadline for rule-votes and suggestions, and for payment of game-fees -- Noon, Wednesday, January 25, 1967.