

# The Diplomacy Tribune

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Number 3

## Europe Mobilizes!

Geneva - Most of the representatives of the "Seven Great Powers" left the negotiations in Geneva for the last time yesterday. One commented that "Europe would never know peace in this century!" All were totally frustrated. Even as the representatives left Geneva some of their home countries began open hostilities. German forces rolled into Denmark and clashed with French forces in the long disputed Rhine provinces. While France, although absent from this year's talks because of internal problems, began its long planned annexation of the impoverished Iberian Peninsula. The twin monarchy of Austria-Hungary was beset by forces of both Russia and Italy. While fending off attacks in the frontier province of Galicia, Italian armies marched into undefended Trieste. Austria, who has half her armies tied up in the old war with Serbia, finally brought that war to a close as the last of the Serbian strongholds fell to massive Austrian attacks. With Serbia gone, Russia and Turkey moved quickly to extend their frontiers. Russian forces overwhelmed Rumania as Turkish armies swarmed across the Dardanelles into Bulgaria. Greek forces have begun building defences against an expected invasion, but military experts doubt the tiny Greek army could withstand the onslaught of either Austria or Turkey without outside help. England too is preparing for war, as the Royal Navy began preparing for sea on a scale not seen since the early 1800's. None of the experts can agree on what the outcome will be. Some call it "petty bickering" while others say that all of Europe will be embroiled in a "Great War." In any event it is clear that it will be some time before the continent is at peace again.

## The Moves

England (*Lachcik*):  
A Lvp-Edi, F Lon-Nts, F Edi-Nws  
Germany (*Armstrong*):  
A Ber-Kie, A Mun-Bur, F Kie-Den  
Russia (*Green*):  
A Mos-Sev, F Stp(sc)-Gob, F Sev-Rum,  
A War-Gal  
Turkey (*Weiss*):  
A Con-Bul, A Smy-Arm, F Ank-Bla  
Austria (*Diehl*):  
A Bud-Ser, F Tri-Alb, A Vie-Gal  
Italy (*Santella*):  
F Nap-Ion, A Rom-Apu, A Ven-Tri  
France (*Sweeney*):  
F Bre-Mao, A Mar-Spa, A Par-Bur

## Board Status

Eng: A Edi, F Nws, F Nts  
Ger: A Mun, A Kie, F Den  
Rus: A War, A Sev, F Gob, F Rum  
Tur: A Bul, F Bla, A Arm  
Aus: A Vie, A Ser, F Alb  
Ita: F Ion, A Tri, A Apu  
Fra: A Par, A Spa, F Mao

## Press

Ita: In an effort to prop up the splintering Hapsburg Empire, the armies of Venice have been committed to secure the Eastern shores of the Adriatic. Hi Jim!

Fra: My apologies for my recent inaccessibility, and silence. It had nothing to do with the game but rather an unexpected surge of activity on the home front.

Aus-Eng: If you insist on attacking him, how can I stop you? But don't count on my assistance.

Sultan of Swat to the Bear: I saw some flies around you that needed swatting! No need to thank me.

Tur-Pusillanimous: I never promised you a rose garden; but, let's see what grows!

Dateline Berlin: Beethoven never really died; he, like Elvis and Hitler, had simply moved to Paraguay. He recently returned to Bonn and, in a heroic revolution, overthrew the oppressive reign of the Kaiser and established a republic. He now stands ready to join forces with democratic leaders and carry the flag of liberty to all of oppressed Europe.

Berlin-Paris: Did you die??

## Trib bolts out of starting gate like turtle with four broken legs!

It's been a painfully slow start for the Trib. Of some 100 samples sent out I can boast of 9 paid subscriptions. I have no doubt that House Rule III. I had much to do with it, but I also believe that almost all the samples were sent to people that are current subscribing/playing in other zines, and were simply too involved to add another subscription/game to the load. I have gotten subs from folks that didn't receive samples, a couple from a plug in *Boast*. I've also noticed that many zines get started by picking up an orphaned game, which does get you a bit of a head start on things. I know things will pick up, as the Trib becomes better known. As you can see there have been some changes made, but more on that later. I want to thank everyone for their support and especially for getting the moves in on time! No NMR's! I'm 1 for 1 so far!

Jerry

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## GM gets high-tech help!

Notice something different? Well a lot has changed since the May issue. I was doing the Trib on a Radio Shack Color Computer II using a graphics program called CocoMax II and VIP writer. Then one day the Coco went FZZZZT! I cannot go through life computerless, so something had to be done, FAST! I promptly bought an IBM XT Clone, Avalon Hill's Computer Diplomacy and a Desktop publisher. This is the result. The Trib looks like a Newsletter, and without all that cut & paste! And Computer Dip GM's the games for me, which makes things easier and more accurate. Isn't technology wonderful?! So let me know what you think of the *new Trib*.

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## World Diplomacy

As yet I haven't received enough interested subscribers to begin a game of World Dip, so, for those of you that are not familiar with the variation of Global Diplomacy, I will be publishing the complete rules and conference map in the July issue. Those of you that are familiar with the variant by John Armstrong will note that some

changes will be made in the Trib's version. Namely the closing of The Kara Sea, The Beaufort Sea, Baffin Bay and The Greenland Sea as playable areas. I feel this will make the game a touch more *realistic* in what options the players have open to them. If you have or will be ordering my 3 by 4 foot map for this game note that these areas will be shown as playable areas so the map may be used in playing John's or my version.

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## TRIO589a Fall '01 Deadline June 30, 1989

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If you folks don't mind, I'd like to continue doing leadoff articles like the one on the front page. When you can, let me know of *formal* alliances or declarations-of-war and maybe a *quote* or two that I can print in such articles. Comments for use in the article should keep in mind that the game starts in 1901 and should be somewhat consistent with the era. I may even send you some questions which a reporter might ask for use in the article. No answer will become "No Comment." Just send in typical politician type comments that pertain to the game. Non-players are invited to send in material as *experts* or *Non-European heads-of-state*. I think this idea will help non-players get an idea of what's happening in a game as well as adding a little color to the game and the zine. Also John Armstrong suggested the use of *pen-names* for use in press. I think it's an interesting idea as long as people aren't silly about it, and do try to be original, . . . John.

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If you would like to submit an article or an ad for print in the Trib, send it to;  
The Diplomacy Tribune

Baltimore, MD

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